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OFFICIAL UK

ISSUE 55

PlayStation[®] Magazine

RESIDENT EVIL 3 NEMESIS

IT'S THRILLS, CHILLS AND JILL BAIT IN
OUR TERROR-IFIC EXCLUSIVE REVIEW!

IN COLD BLOOD

Pssst... Want the inside scoop on the next Metal
Gear? We unmask Sony's top secret project!

INCOMING!

PlayStation2 overdose!
Shiny new shots of
Tekken Tag,
GT2000, Ridge
Racer V, ISS
2000 and too
many more!

REVIEW AVALANCHE!

RESIDENT EVIL 3: NEMESIS

GRAN TURISMO 2

ISS PRO EVOLUTION

F1 WORLD GRAND PRIX

TRICK 'N' SNOWBOARDER

HELLNIGHT

OVERBLOOD 2

RIISING ZAN: SAMURAI

NHL FACE OFF 2000

MARY KING'S RIDING STAR

ACE COMBAT 3: ELECTROSPHERE

SHADOW MADNESS

INTERNATIONAL TRACK AND FIELD 2

SUPERCROSS 2000

JURASSIC PARK: WARPATH

VIGILANTE 8: 2ND OFFENCE

REEL FISHING

ARMY MEN: AIR ATTACK

TRIPLE HIT BASEBALL

NBA SHOWTIME

AND MORE!

GRAN 2 TURISMO 2 REVIEWED!

We get under the bonnet of
the ace racer. Huge review!



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QUAKE II - FULL GUIDE ■ DUKE FOR PS2 ■ FIRST UNREAL SHOTS!
SPIDER-MAN ■ THEME PARK WORLD ■ PREMIER MANAGER 2000
DUKES OF HAZZARD ■ GTA2 - ALL CITIES MAPPED ■ F1 2000 INFO

Jaguar XK8

155 mph

airborne

Welcome to driving heaven

It's a Corvette Stingray in Rome. It's a Chevy Camaro Z28 with sports intercooler.
It's a Subaru Impreza rallying on the Tahiti beach. It's 28 tracks.

It's over 590 (count 'em) of the world's finest motors at your oil-soaked fingertips.

It's heaving with so much horsepower we needed two discs.

It's GT2. It's heaven.

And it's here.

△×□

www.playstation.co.uk/GT2

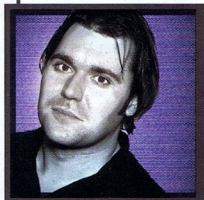


DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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POLYPHONY
DIGITAL

Editor's Letter



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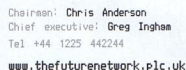
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Media With Passion

First, a question.
When you buy a
game, what do you
look for? Eye-popping
graphics? Sublime
characterisation?
Hollywood-topping
plot? The reason I ask

is that a couple of other potentially
purchase-altering factors have raised their
heads this month – realism and originality.

With realism, it's a split decision dependent
on the game. Some times you want to race a
Dodge Viper around the Laguna Seca Raceway
and have it at least *simulate* the physics of the
real thing (hello our *Gran Turismo 2* review on
page 94). Other times, you want to pilot a
moonshine-powered silver rocket on a look-Ma-
no-tentacles astro-joyride to the planet Qwargg.
You pays your money, you get a nice game in a
tiny carrier bag. Job done.

Originality? Originality's another matter. As
noted in our Japanese column, the mystical
East is teeming with lobe-boggling games that
Johnny Westerner is unlikely to ever play. All
very nice but do we really want hamburger
recipe games and airplane boarding sims (and
yes, both exist) purely because they're original?
Should we turn up our noses at the ballistic
Resi 3 or even *GT2* just because they're sequels
or 'not original'? A weighted example but it
does raise a few issues.

First, *PSM* will always, always champion
the original. Second, *PSM* will similarly always
look at sequels with fresh eyes, disregarding
both gamer's innate cynicism and "franchise
value" (or whatever). Third, *PSM* would very
much like a hamburger game to land on these
shores, but if it means that we can't have a
new *Resident Evil*, then it can damn well stay
over in Japan. And like it.

All of which, in a convoluted type way, is
our way of saying we're going to cover
ABSODDING-LUTELY EVERY GAME IN
THE WORLD EVER as we take *PSM* into the
next (wait for it) millennium, both PS1 and 2.
Having our cake and eating it? Damn straight.

Fancy a slice?

Mike Goldsmith (Editor)

OFFICIAL
EXCLUSIVE!



COVER STORIES



RESIDENT EVIL 3: NEMESIS 088

Welcome to the ultimate Yen-splattered, special-
effect laden zombiefest in our exclusive UK review!



Gran Turismo 2 094

Reviewed at last! THE finest racing game
ever devised. *PSM* like this lots!



In Cold Blood 042

World exclusive! We unearth Sony's secret plans for
the most ambitious PlayStation 1 game to date...



F1 2000 012

News attack! Electronic Arts throw their hat
into the F1 ring and it's looking good



Midget Gems 062

Many a mini-game is buried deep inside the
PlayStation's biggest titles. We unearth the gems



Grand Theft Auto 2 079

With *PSM*'s guide to the *GT2* gangland
you'll soon be the godfather

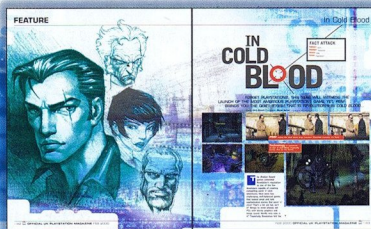
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Is this the end of the road for Colin McRae?



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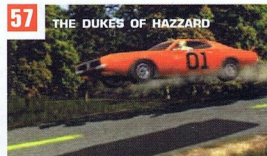
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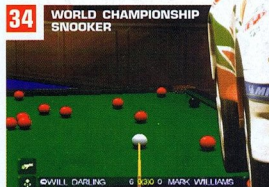
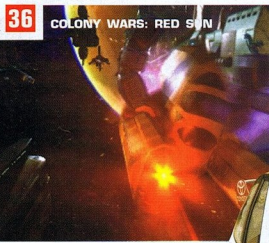


"We've produced an action-based game that's primarily about stealth"

IN COLD BLOOD PAGE 042

"Many of today's mini-games were considered to be state-of-the-art"

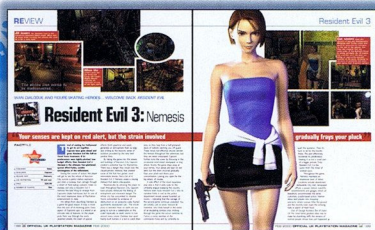
MIDGET GEMS PAGE 062



Fact: The Official UK PlayStation Magazine is the world's best-selling videogames magazine. The only magazine with an official demo CD each and every month. PSM is also the best written and most clearly designed magazine on the shelves. This marketing position means that we can review games honestly and protect our readers' interests, giving real opinions rather than compromise our views in pursuit of an exclusive review or cover.

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we print is the truth. Whether it's about games, the industry or all things PlayStation, our writing is unbiased, honest and always informed. Links with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent editorially independent - guaranteed. PSM is written in an adult, entertaining manner. Free from technical jargon, but

with the necessary expertise that PlayStation owners demand. PSM drops the usual in-jokes and infatigable humor for quality. We tell you the latest news, talk to the most important people in the industry, discuss the most relevant issues and review the most exciting games on the planet. And with our demo disc, we let you play exclusive levels from the best PlayStation games, before they hit the shelves. PSM: the world's best-selling videogames magazine. Fact.



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Resident Evil 3: Nemesis

Fill your pants and your boots with our massive exclusive review

REVIEWS

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It's frightfully good. Oh yes

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Abandon all hope, ye who enter here

SUBSCRIBE!
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Slip our wheel of fortune in your console and get busy with the bestest PlayStation games around



MUSIC 2000

Mix it with the Codemasters' massive. In your house

ACTION MAN: MISSION XTREME

The world is in grave danger. Only a man with eagle eyes, vision, legs that bend 360°, a tennis ball haircut and hands that can't quite hold his gun properly, can save the day now

F1 '99

The very latest model based on Polyphony's classic F1 engine. Take it for a spin around Silverstone

ACE COMBAT 3

Fly a supersonic jet and blow up everything you see: animal, vegetable or mineral. Oh, go on

EAGLE ONE: HARRIER ATTACK

Like double decker buses (except they fly) we've had no flight sims for months then two turn up at once. There's only one way to find out which is best...

COLONY WARS: RED SUN

The long-awaited follow up to Polyphony's space shooter

MICRO MANIACS

The little people are out of their cars and on their pins. See how they run.

TEAM BUDDIES

Imagine Worms meets Risk. Or better, see it in action

GRAN TURISMO 2

Another chance to watch the Propellerheads demo while you wait to storm EB. Not long now

VWJ

Supplement your CDs with psychedelic video. Cosmic

TURN TO PAGE 143 NOW!



A SNEAKY PEAK AT THE FUTURE'S
MOVERS AND GROOVERS

PLAYSTATION2

- Ⓐ Screenshot overload!
- Ⓑ Hype overload!
- Ⓒ Coverage overload!
- Ⓓ Overload overload!

Before our PS2 coverage kicks off in full next issue, here are a few treats...

The pre-Xmas phone call went something like this...

"Evening, Official here. Can we have some pictures of your PS2 games?"

"No, you can't - it'll stop people buying games for the original PlayStation. How about some shots of *Tenacious Retro Rehash Volume XII* instead, so the kids will see what to spend their HMV vouchers on..."

Obviously, our tenacity didn't stop there and we've brought you snaps of the best PS2 games around. However, post Xmas and it's a very different story. Cool new titles such as *In Cold Blood* are being announced to put those dubious Xmas rush-releases to shame while publishers are fillicially beginning to leak out details of their full PS2 range. Yes, the games industry has seemingly woken up to the fact that gamers have the in-tell-i-gence to enjoy - and yes, buy

- the likes of *Gran Turismo 2* for PlayStation1 but also want to read about *The Bouncer* for PlayStation2. Yup, they can do both. Like, duh.

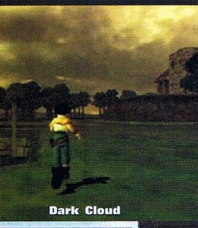
Enough bleating. The screenshots on this spread show just how far games such as *Tekken Tag*, *Onimusha* and *Ridge Racer V* have come on and with just a few weeks to go now until that 4 March launch, our coverage is set to go postal as of next issue. We can't wait and it's with this in mind, that we'd like to make an announcement or five:

- (i) Despite what you read elsewhere, the ONLY UK magazine with a PlayStation2 BEFORE the Japanese launch will be *Official UK PlayStation Magazine*. Yes, we'll have it in early February. Brilliant.
- (ii) Yes, we will be travelling over to Tokyo for the launch to bring you the definitive coverage on this huge event.
- (iii) We'll also be giving you the chance to win your very own PlayStation2, months before the UK release.
- (iv) And before you ask, we're NOT stopping our coverage of the original console. Demos for *Colin McRae Rally 2*, *Unreal* and *Driver 2*? Already in the bag.
- (v) And finally yes, we are very BLOODY EXCITED indeed about point (i)... ■

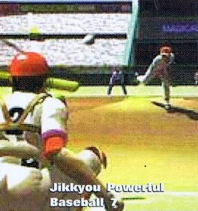
A GLIMPSE OF THE FUTURE



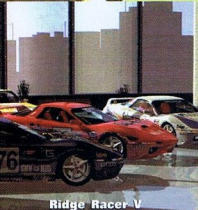
Gran Turismo 2



Dark Cloud



Jikkyou Powerful Baseball 2



Ridge Racer V



XFire



Munch's Oddysee



Street Fighter EX3



Tekken Tag Tournament



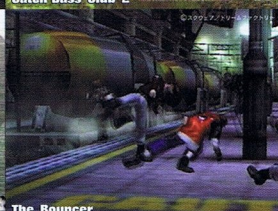
Drummania



Ridge Racer V



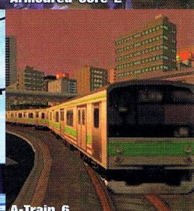
Catch Bass Club 2



The Bouncer



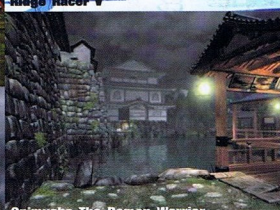
Armoured Core 2



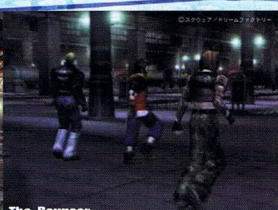
A-Train 6



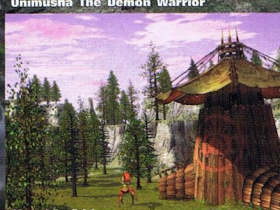
Tekken Tag Tournament



Onimusha The Demon Warrior



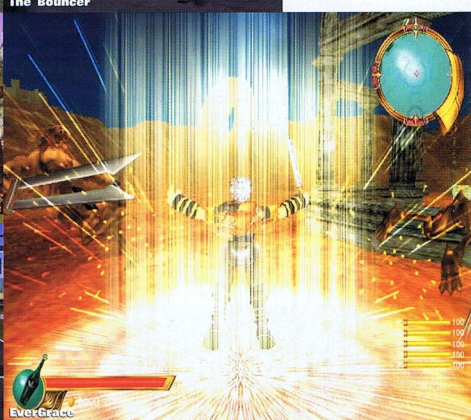
The Bouncer



Munch's Oddysee



500GP



EverGrace



Armoured Core 2



The businessmen are winning. You need to bring on a substitute.

Whatever football game you've got, replace it with
THIS IS FOOTBALL and make the beautiful game beautiful again.

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FEEDBACK

SOMEONE DISCOVERS THEIR CONSCIENCE THIS MONTH, WHILE SOMEONE ELSE IS VERY CONFUSED INDEED. AND WE SET THE TONY HAWK'S HIGH SCORE.



EDITED BY

Dan Mayers, PSM's versatile and debonair news and tips editor. Mail us them queries and questions at: feedback@psmonline.co.uk

like asking, can I play *Tomb Raider 4* on my ZX81? PS2 games will be so technologically superior to anything we've ever seen before that current PlayStation hardware won't be able to cope. It'll implode. Or something.

DIGITAL DISCS

I've been following with much interest all the gossip on PlayStation2, which I feel is all very exciting – the big pluses being backwards compatibility and being able to play DVD's. Being a hearing impaired person I rely on subtitling when watching movies. As I understand it, many DVD discs and players have options that enable the user to access subtitles. Will the PS2 be able to access them?

Ben
 London

PlayStation2 is a fully-functional DVD player as well as a games console. It therefore follows that any extras featured on a DVD movie will be accessible. Ergo PlayStation2 will give access to subtitles and you will thus be able to read and enjoy the Dostoevsky-esque dialogue that splatters such classics as *Return To The Blue Lagoon* and *Jaws 3D*. This is A Good Thing. ▶

MOVING FORWARDS

First off, I'd like to say congratulations on the new look PSM. I love it, and I think that it's a drastic improvement on the old one. But out with the old and in with the new – let's talk PlayStation2. The PS2 is, as we are all glad to know, backwards compatible. But will PlayStation be forwards compatible?

Niki Boyle
 e-mail

Which is kind of



MORALITY BITES

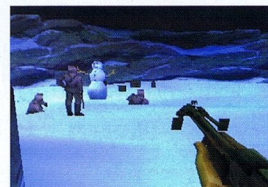
Whilst re-playing Rhoemers Stronghold, in *Syphon Filter*, I hesitated before killing one of the targets that I had always shot straight away – the scientists. To my horror they went down on their knees, put their hands behind their heads and said "I'm unarmed – please don't kill me!" But you have to! It's horrible!

Now, if there's a huge tiger and the only question is which one of us is going to get out of the quarry alive, then there's no contest. And although it's not altogether a fair fight – my pistols against his teeth and claws – if he gets close enough, he'll do enough damage to kill me quicker than I can kill him. So sorry, tiger. Endangered or not, off you go to the great Safari Park in the sky.

I do have a problem with killing the unarmed people, though, even if they're not real, and especially if they are begging to be saved. But the mission can't be completed without it. I hope I am not alone in feeling uncomfortable with this. This is the first game in which it has happened to me. Everything else that I have had to kill posed an immediate threat to me, and in some games (*Tomb Raider*, *Resident Evil*, *Metal Gear*) I get as much, if not more, satisfaction from successfully avoiding the animals/zombies/dogs/guards as from killing them.

Boudicca
 e-mail

A good point. At the moment games tell us that characters are disposable, and that it's OK to shoot targets indiscriminately. This is an angle that the mainstream press seem determined to highlight as a root cause of corruption and violence in the youth of today. It's an old argument that's been levelled at every form of mass media this century. However, games are becoming more sophisticated, artificial intelligence is improving dramatically, so at some point developers will start dropping moral issues into their games. If a non-player character is capable of thinking a problem through, let's give them some freedom to make decisions and to change the outcome of a game for the player. Once that starts happening the way we play games will change and become ever more complex. In your case, lack of choice was the problem. There's a scene in *Medal Of Honour* where you round a corner to discover a trio of soldiers sat smoking fags and having a chat about their wives and kids (probably). Here you're faced with a choice. Blow them up, or leave them be. You decide. Your choice. Kid's stuff? Pah.



To fire, or not to fire? That is the question. Whether tis nobler to whack the soldiers by surprise. Or leave 'em be...



LOOK, no tearing, no pop up, lovely textures, and all in game footage. Superb. Ten out of ten. Obviously

PUSH THE ENVELOPE

How do you justify awarding games like *Tomb Raider 4*, *Quake II* and *Spyro 2* ten out of ten for graphics when those of *FFVIII* are far superior and push the machine to its considerable limits? Surely *FFVIII* should be the benchmark.

Rico
e-mail

Interesting point, if somewhat misguided. Yes, the FMV sequences in *FFVIII* are jaw-dropping examples of the pinnacle of PlayStation artwork. But the in-game graphics aren't exactly mind-blowing. The reason games like *Quake II*, *Spyro 2* and *TR4* get high marks is because they push at the limits of in-game graphics, cutting down all that pop up and tearing that was so prevalent at the birth of the console. Anyway at the time we received this mail *Spyro 2* and *Tomb Raider 4* weren't even on the shelves, so how do you know what they are like graphically? Hmm.

HAVE A GO HEROES

My friend and I have been having a few fights over a particular point to do with *Final Fantasy VII* and *VIII*. Since you at *PSM* are like the Gods Of PlayStation I thought you could stop us fighting. Presuming that Cloud is not oddly proportioned, who do you think would win a fight – Squall or Cloud?

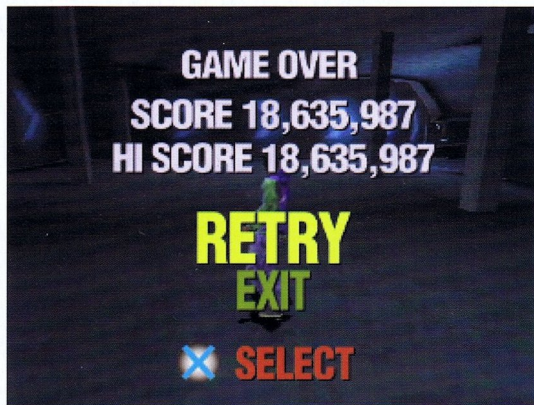
George Hill
e-mail

Hmmm. A common theme in Feedback this and increasingly every month, the concept of who's the hardest in a game. Let's look at the contenders. Squall swinging his gunblade must be at an instant advantage by virtue of the fact that his weapon is a gun. And a blade. Similarly sworded up, Cloud puts himself at a distinct disadvantage by having multiple personalities. The argument could rage all night. Cloud's deformed, Squall's got piggy eyes, Cloud's got daft hair, Squall's a grumpy git... But everybody knows Lara could spank both of them with one arm tied behind her back.

TOP SKATERS

I can beat your score for *Tony Hawk's*. You stated that your best score is 38,000 pts. Check out my high score 59,033. That's not my best either. My best is 79,666 but I haven't got that film developed yet.

Mr S Noble
Portsmouth



The challenge is laid, the gauntlet has been thrown down. Any takers?

Further to Mr Noble's effort, and a number of phone calls implying the *PSM* team are a bit limp, our best score is now 18,635,987. Come and have a go now. Bwah-ha-ha-ha...

YAROEZ DOES IT

I am writing to ask if black PlayStations are still available, and if so, where can you get them? When I bought my PlayStation I had heard about them, but I didn't know what they were until I borrowed *PSM42* from a friend. I am interested in programming, but using a ZX Spectrum gets boring.

Matt Rink
Leysbourne

Interest in the black, programmable PlayStation they call Yaroez has wound down in recent months. That said, calls into *PSM* Towers suggest you lot want the Yaroez games to return to our cover disc. Why have they dropped off? Because none have

been submitted of sufficient quality. The solution is obvious. Sony still support Yaroez on their Website so order one from there (or get a second-hand one from such newsgroups as alt.games.sony.yaroez), get programming and give us your best efforts. Oh, you'll need a PC too, and knowledge of C++ and Visual Basic. Solution? See *PSM42* for our full explanatory feature. ■

All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

Write Us!

Write us here with your Reality Bytes stories, Readers' Charts, Booty entries and just about anything else. Also remember to check out our space site at www.psmonline.co.uk. On-line newsletters on their way!

FEEDBACK EXTRA

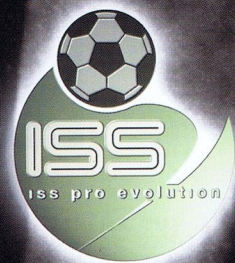
NOTES PLUCKED FROM THE HESSIAN FOLDS OF POSTBAG-SAN

Cool Tim (No. Really) leapt from the big pile of readers rambles this month with the question, "Why is *Pac-Man* a 12-and-over game?" Dunno mate. Something to do with popping pills? Meanwhile **Tim Ballantine** from Hove chipped in with, "I am disgusted by the price of games today. The cheapest new game

I could find was £29.99!" Ooh, back in my days, it were... Yet again the *PSM* redesign was the subject of heated debate. Well, ish. Wailing in with an acerbic take on our redesign came **James Robertson**. "Now this might sound bad, but I like your mag and I don't know why you changed the design of it. It's

really confusing to use after I had got used to the other design. WHY!!!!" Eh? Calm down Jim, you'll do yourself a mischief. Frighteningly **Simeon Hinds** levelled a threat in the direction of Mr Konami. "I'm writing to say how annoyed I am about all the release dates I'm getting for *ISS Pro Evolution*. I'm on the verge of suicide. I don't know if I will last until February!" Simi, it's only a videogame... [Mayers, outside – Ed]

AFTER CENTURIES OF AGGRESSION, WE
ENTER THE NEW MILLENNIUM WITH
RENEWED HOPE. PEOPLE WILL REALISE
THAT ALL THE FIGHTING, ALL THE WARS,
ALL THE BATTLES SIMPLY LEAD TO LOSS,
POVERTY, SOLITUDE. SELF-AWARENESS
WILL KICK IN, ANGER WILL SUBSIDE,
VIOLENCE WILL BE SUPPRESSED, TEMPER
WILL BE SUBDUED AND THE WORLD WILL
FINALLY HAVE EVERLASTING
FOOTBALL



LOADING

**ALL THE NEWS
FROM THE WORLD
OF PLAYSTATION...**

THIS MONTH...

UNREAL

World exclusive! The PC's coolest spaceblaster is coming and we've got the photo album **page 014**

**OFFICIAL
EXCLUSIVE!**



THE KINGSLEY BROS

The developers behind Take 2's *Rainbow Six* talk past, present and PlayStation2 future **page 016**



MOVIE MADNESS

Inside info on the latest Hollywood dealings, as Konami sign up *The Mummy* and chums **page 022**



NURSE PAIN

Once more into casualty dear friends as Ms Mandy gives her verdict on ver *Blitz* **page 022**



PLUS!

MORE ON THE PS2-BOUND *DUKE NUKEM...* EA's *CRICKET 2000...* ORIENT EXPRESS AND THE WORLD OF *NINJA X...* UEFA CHAMPIONS LEAGUE 1999/2000... CHARTS...



The cars, drivers and tracks have all been taken from the forthcoming F1 2000 season. You'll be able to race a full season as it happens for real



Photography: Katherine Lane-Sims

"You'll be able to play along with the new season as it unfolds"

WINNING FORMULA?

GRIDLOCK

EA ANNOUNCE A NEW OFFICIAL FORMULA 1 TITLE

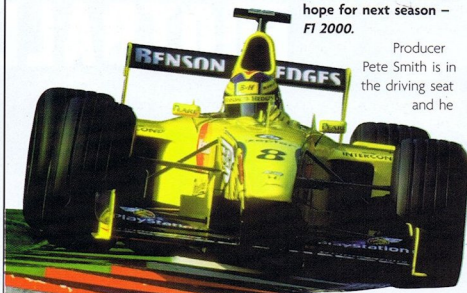
There's a pit full of Formula 1 games sat on the grid at the moment. The field includes entries from team Sony, Eidos, Ubisoft and now Electronic Arts, who've given PSM a sly peek at their big hope for next season – *F1 2000*.

Producer Pete Smith is in the driving seat and he

reckons that *F1 2000* can become to Formula 1 what *FIFA* is to football – the most lavish take on the sport money can buy. Many of the features which EA believe will set *F1 2000* apart are already in place. "There's still a lot of time to take it from simply being a good Formula 1 game to the best PlayStation Formula 1 game, ever," Pete assures us.

The timing of the late March release is critical. Why? Because it's the start of the Y2K Formula 1 season and this is the first and only racing game to feature the official drivers, cars, tracks and liveries from the new F1 season. For the first time, you'll be able to play along with the new season as it unfolds.

Although no mention of walnut-inlaid steering wheels was



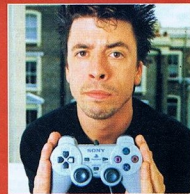
UNDER COVER

The latest rumours, whispers and cheeky nods. Not a word

• Congratulations to Square who've just announced that *Final Fantasy VIII* has shifted over a million copies in the US, and six(!) million copies worldwide. A Christmas rush might just have ensured it outsells *Final Fantasy VII*, which managed seven million. Just imagine how many man hours have been lost on these games? *PSM's* panel of experts calculate the figure at around 640 million. Or something like that...



• Them lucky Yanks... We get a *Gran Turismo 2* soundtrack with Stereophonics and The Cardigans. They get Beck and the Foo Fighters. By all accounts the soundtrack is due for commercial release in the US, alongside a demo, posters and extra tracks not included in the game. The stand-alone launch of the soundtrack comes as no surprise, with a line-up featuring Beck, Garbage, Foo Fighters, Crystal Method, Stone Temple Pilots and Apollo 440. *PSM* quizzed Sony about plans to release a corresponding compilation over here. Apparently there are none. Oh...



• A few more whacked-out Japanese games for sir? Get this: Konami are readying themselves to bring out (deep breath) *Want To See You - Your Smile In My Heart*, which is a dating simulator, naturally. Can't wait to get it on import. If you're round Tokyo way in April, try and pick up a copy of the love simulator *Echelon Mountain Night* - another treat no doubt. Love and romance not your thing? Try *Super Robot Taisen Alpha* in its limited edition format, full of stickers, posters and other super robot accessories. Like wingnuts.

The incredible AI means that even computer-controlled opponents may crash, or spin off the track

4:10.444



EA SPORTS



made, the Jaguar team will certainly be included. The FIA licence has given EA access to all areas, including the new Indianapolis track which is still under construction. EA assure us they're being kept informed of any changes that take place and will be implementing as many of them as they can, to make the game as realistic as possible.

The feature EA are most proud of, though, is their AI. Your opponents lock wheels on corners, blow out on straights and spin off the tracks. "Seeing cars spinning off corners in front of you makes you realise that the AI really is something special," says Pete. "We want to make F1 as exciting and involving as possible."

With Murray Walker and Martin Brundle tethered to Psynosis, EA decided to take a fresh approach to their presentation and commentary. "In

"EA reckon that *F1 2000* can become to Formula 1 what *FIFA* is to football"

this game you're actually part of a Formula 1 team," explains Smith, "and your pit crew tell you all you need to know - for instance, when your car's over-heating or if you need to pit early."

Damage is lovingly rendered, with tyres flying through the air, cars shedding million-dollar bits of bodywork, all captured for your amusement on the Instant Replay Mode. In a departure from the Standard Replay Mode, you're able to pause the game at any time and replay the last ten seconds before continuing. In the

same vein, all of the usual front-end options will be accessible during the main game. Car set-ups can be tested, changed and re-tested without exiting and re-entering the game. F1 cars are complicated creatures, so EA are working hard to make the set-up screens as user friendly as possible. For instance, the effects of your tinkering will become immediately apparent as the consequences of any changes are displayed as you make them.

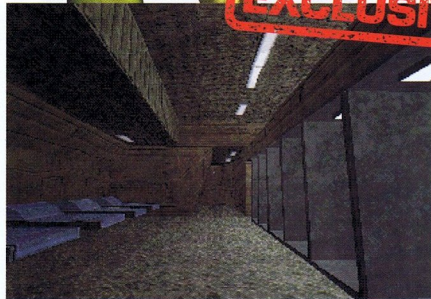
Behind the scenes, EA have gathered an impressive gang of

mechanics to create their V8 masterpiece. Smith namechecks the greats, "We've bought together the best people. Developers from Psynosis and Visual Sciences, including Matt Birch the lead programmer on *F1 '97*, who's giving a great deal of guidance". All are working under the watchful eye of Bruce McMillan, (Mr *FIFA* himself). "Bruce is giving *F1 2000* a frightening amount of attention," shudders Smith. McMillan's a man well known for his attention to detail and commitment to recreating every aspect of a sport. It'll be interesting to see if EA adopts an "If it's in the race, it's in the race" slogan for *F1 2000*.

With four F1 games to choose from, gamers will be spoilt for racing choice next season. **CC ■**



OFFICIAL
EXCLUSIVE!



"You play a bounty hunter tracking down AI machines"



Here they are! The world's first screens of the PlayStation version of *Unreal*. Yes, they are a bit sparse but this is way, way early...

ALIEN RESURRECTION

KEEPIN' IT (UN)REAL

UNREAL MAKES IT TO THE PLAYSTATION. AT LAST

GT Interactive are preparing to bring Epic's PC smash, *Unreal*, to the PlayStation. Brit-based developers Pterodactyl are at the helm and hope to emulate the success enjoyed by Hammerhead when they brought *Quake II* to the console.

Unreal is set on a mysterious alien planet. You play a bounty hunter faced with the task of tracking down three AI machines that have crash-landed on the inhospitable little rock. Problems arise when you stumble across an army of vicious aliens, the Kaar, who have unpleasant (but imaginative) plans for both the hapless AI and you. Sounds like a challenge.

An inside source at Pterodactyl spilt a few of the beans, "We've been working on this

title for 12 months now, though not everyone on the team was involved from the very start. We built the engine using the original PC engine's framework, but optimised it for space and speed. Right now, we've managed to fit in about 45 completely new, good-sized levels,

UNREAL

but we'll squeeze in even more before we actually ship the game in May." Make no mistake, this is an entirely new game, built specifically for the PlayStation.

"It's similar to the PC original, but much more single-player oriented, with strong

characters and a powerful storyline. We've designed a new weapon, called an Implant Gun, which is very cool indeed!" *Unreal* will also have a Multiplayer Mode, although no details are available at present.

And what are the chances of *Unreal Tournament* being released for PlayStation2? "Well, the PlayStation2's on-line capabilities are still unknown and as *Unreal Tournament* is first and foremost an on-line game, it's hard to see a way of putting the two together easily –

for the moment. However, Epic are tremendously excited by PlayStation2, so if the new game sells well, who knows?" ■

Stop press! As PSM went to press, *Unreal* had been put back to November, for a complete makeover. More next month.

UNDER COVER

• Internet reports reveal that Japanese ladies aren't at all down with the idea of PlayStation2. By all accounts the female of the species is aware of the new console, but isn't hankering to buy it. Reasons cited include the male-orientated nature of the launch titles – largely fighting and driving games. *Kessen: Decisive Battle* might appeal, though – it has ponies... [Dan! Nol – Ed]



• Although not relevant until the release of PlayStation2, THQ have bagged Internet developers Genetic Anomalies. GA's pipeline is bulging with on-line sports titles, including a WWF strategy game. Men in pants that actually think? This we've got to see. Needless to say THQ are planning ahead, but it's good to see those Internet capabilities will be exploited to the full.

• Takara are crafting five titles for PlayStation2, including *EX Billiards*. That'll be a pool game then, with varieties of eight and nine ball pool and an emphasis on accurate ball physics. Personally, we can think of better uses for the most powerful console on the planet. Why not save the machine for *Final Fantasy XII* or *Ridge 8*, games that you can't play in your local. But before we forget, *EX Billiards* has different shaped balls. Thrills.

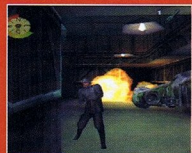
• Inevitably, Konami have announced a *International Track & Field* game for PlayStation2, to be released in conjunction with the Summer Olympics in Sydney. Which also just happens to be scheduled date for the new console's US launch. Furious



button bashing aside, the game should take advantage of the next-gen console's analogue joy buttons. No more button bashing then, just pushing down really, really hard in the weight lifting competitions. Or something along those lines.

UNDER COVER

• In anticipation of success for their top World War II shooter, *Medal Of Honour*, Dreamworks are already planning a sequel for PlayStation2. The evidence? The Spielberg-backed coders have placed trade adverts for staff to work on a new PlayStation game. We know that Dreamworks already have a top secret PlayStation2 project in development. It has to be *Medal Of Honour 2*. It's just the waiting we can't stand...



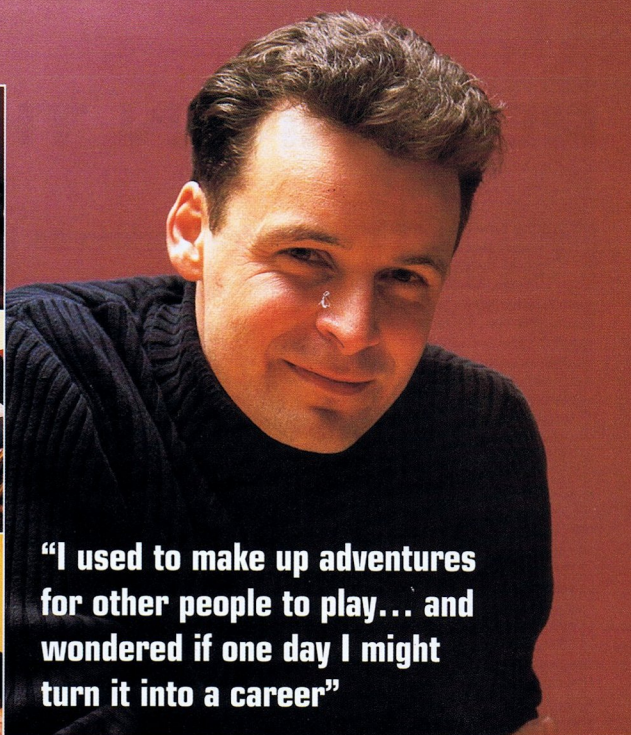
• Bass *Landing 2*'s due out in Japan for the PlayStation around March. Apparently it will be ultra-realistic, and its release will be celebrated with a spanking new controller, tentatively named the 'FishCon 2'. By all accounts the 'rod' uses force feedback to create the most realistic 'thrashing fish' response any gamer has ever experienced. Throw it back, we say.

• Arcade puzzler *Mr Driller* will receive a PlayStation makeover within the year. Your task is to help Mr Driller match coloured blocks and drill down to a depth of 1,000m. A tricky task indeed, especially when you consider Mr Driller can run out of oxygen the closer he gets to the target. Could be interesting.

• Brazil has banned the sales of six videogames in the wake of a gun massacre in Sao Paulo. The Ministry Of Justice has ordered all game shops to pull copies of *Doom*, *Duke Nukem*, *Blood*, *Postal*, *Requiem* and *Mortal Kombat*, claiming they could have been a motivating factor in the violence. Yeah right.



• Wuxia! Researcher seeks PlayStation fans for TV documentary. Please e-mail Suzanne at: psfans@hotmail.com with your name, age, address, telephone number and a paragraph about yourself.



"I used to make up adventures for other people to play... and wondered if one day I might turn it into a career"

THE FUTURE, AS SEEN BY...

THE KINGSLEY BROTHERS

THE REBELLION BOYS CHAT ABOUT PAST, PRESENT AND *GUNLOK*

Seven years ago Jason and Chris Kingsley started up their own development

company known as Rebellion. Close links with the Atari Jaguar and Sega Saturn took their toll, but, as the team behind *Take 2's Rainbow Six* look ahead, their future couldn't look rosier.

PSM: What made you want to work in the games industry?

Jason: I'd always been interested in role-playing games and *Dungeons & Dragons* at school. I played them at lunchtime with a bunch of friends and used to make up adventures for other

people to play. I liked doing it and wondered if one day I might turn it into a career.

Chris: We worked together on a few things – lots of freelance design, freelance programming, freelance graphics... It then made sense for us to set Rebellion up. It was just the two of us in the basement of our house and we were very nervous when we took on our first employee.

PSM: Can you give us a brief history of Rebellion game titles?

Jason: Our softography? The first project we were commissioned for as Rebellion was *Aliens Vs*

Predator for the Atari Jaguar, which won lots of awards. Unfortunately, the Jaguar wasn't a big commercial success. We released *Chequered Flag* on that format as well. We were then commissioned by Fox to do *Aliens Vs Predator* on the PC.

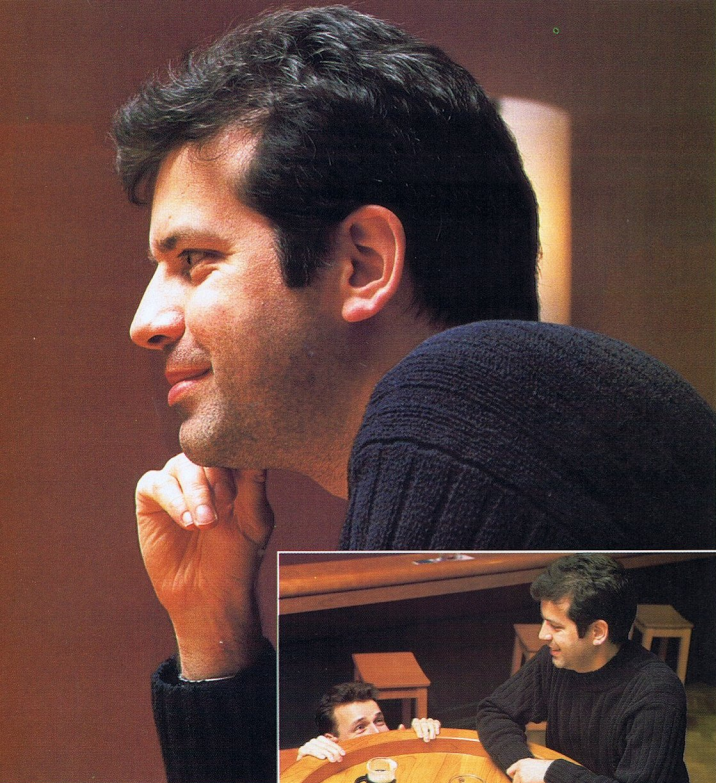
We had technologies in *Aliens Vs Predator* that people are talking about now as unique in their games coming out next year. For example we had turb surfaces in the water, we've got turbulent motion of particles – effectively an emotion engine, although we never called it that.

Chris: And of course more recently there was *Rainbow Six*

on the PlayStation. We've started doing some of our own publishing as well, with a game called *Cluster* on the Game Boy, which was released earlier this year. We've also done *Mission: Impossible* for the Game Boy.

PSM: What's next for Rebellion?

Jason: We've got a title called *GunLok* coming out next year which is the first of our own titles that we've really put our own money into. We've done everything ourselves and that, hopefully, will be the beginning of a popular franchise. We decided to just have a go, we'll be the ones to take the blame if the



game doesn't work – which is a bit of a scary, responsible situation to be in.

PSM: Tell us about *GunLok*.

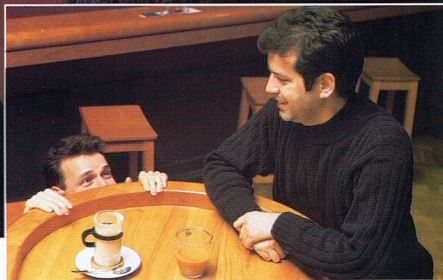
Jason: *GunLok* is a third-person, real-time, action strategy game.

Chris: It's set in the future on Earth, but there are no humans around. You play *GunLok*, a robot who becomes sentient and realises that he has to do something about all the bad stuff going on around him. He has to explore and build a team of fellow warriors and there's a big conspiracy theory to uncover.

PSM: Any chance of a version of *GunLok* for the PlayStation?

Jason: At the moment *GunLok* is PC only, but we're looking very strongly at changing, adapting and re-working it for PlayStation and PlayStation2.

PSM: Do you think storytelling will become a more important part of PlayStation2 games?



Photography: Katherine Lane-Sims

"I think storytelling is important, but it's just one leg of the gaming stool"

Jason: I think storytelling is important, but it's just one leg of the gaming stool. Computer entertainment will become more popular, but there will still be a place for games that are just to do with gameplay and have absolutely no story whatsoever...

Chris: Which is perfectly legitimate for an interactive product. There doesn't have to be a grand story. I always think the most important thing in games is gameplay. Graphics, sound and storyline can all be important, but gameplay is the thing that pulls you back in again and again.

PSM: As developers, what is the most exciting thing for you

about PlayStation2?

Jason: At the moment it's just exciting because suddenly a whole new playing field has been opened up for us by the speed of the processor, the type of graphics we should be able to do, and also the technologies that we're developing such as non-polygon-based 3D engines.

People are talking about high polygon engines and infinite polygon engines. Well we have been doing those for some time now and we think that's probably a bit old fashioned now. We should be looking at no polygon engines where a polygon count is something that is totally irrelevant – it's just really about what you can see. **JC** ■



LOADING

Catherine Channon Sky One's red-betted gamesvixen, soaps screen for print in search of a quiet life at PSM.

CAT CALL

'RL'? PAH! REAL HUMAN FOLK WANT FANTASY NOT REALITY...

Enough is enough – reality sucks. While many PlayStation games attempt to recreate Real Life, the best ones say, 'Sod that' and make it up as they go along, diving feet first into the realms of fantasy. Why fiction over fact? Because the whole point of videogames is to *escape* from the real world not recreate it. Why bother playing videogames if you only intend to stay where you are? It's like going on holiday in your kitchen – you simply wouldn't do it.

Case in point? The recent glut of FI titles. These are, as any developer will tell you, totally unrealistic and despite the *G7*-lead charge for auto realism, will always be that way. Why? Because gamers wouldn't want the real thing. Who wants to pay £40 to lose it at the first corner and spend the entire season in Ward Ten? Yes, authentic handling and a trip-to-casualty option would make a virtual FI game more real, but who'd buy it?

More cases in point? Flight sims (dull as hell), tuning options in racing games (like, it *really* matters), tweakable stats in sports sims (ditto), *any* stats in sports sims...

Face facts, Real Life is mostly dull with the occasional flash of excitement to keep us all going. That's why, whatever our age, we need toys to play with – and play we should, not recreate the humdrum that we have to endure before we can clock off, hit ☒ and escape. Why should videogames suffer the same constraints that reality inflicts upon us, when the whole point is, they don't have to. Come on, play the game... ■

HMV

seriously addictive...



RESIDENT EVIL 3

Prepare yourself for the most horrific adventure in gaming history as a gigantic undead monster, Nemesis, makes the zombies featured in the first two games seem like nothing. With an enhanced control system including improved character movement, this final chapter in the horror trilogy is the most chilling and atmospheric.



ISS PRO EVOLUTION

Famous for its gameplay, the latest addition to the ISS family, *Evolution*, fails to disappoint. Visually improved, *ISS Pro Evolution* benefits from a huge amount of tactical options. With a host of new moves the realism is stunning without compromising the addictive gameplay. "Simply unmissable" - 94% Total PlayStation



INTERNATIONAL TRACK & FIELD 2

Offering 15 events, this button bashing classic is the ultimate test of stamina and reactions. Stunningly realistic graphics capture every moment of the five totally new challenges as well as the original ones. The highly addictive multi-player mode will ensure competition into the early hours to get that all important world record.



GRAN TURISMO 2

The world's greatest racer is back. With an amazing 594 different cars and 28 tracks, *G2* is also the first driving game to combine rallying and road racing. Amazing attention to detail means that each car has its own engine sound and performs uniquely according to your method of handling. "If you thought the original was good then this'll shoot you to planet pleasure." Official PlayStation Magazine

All titles subject to availability at participating stores only.

topdogforgames

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With any luck the graphics engine will realistically recreate the famous edge-of-epilepsy *Thunderbirds* animation

"F.A.B. SCI"

WE HAVE LIFT OFF

CULT PUPPETRY SET TO APPEAR ON PLAYSTATION2

What's the best way to blow £20 million? That's the fortunate position SCI find themselves in at the moment. Last month we told you they'd picked up the Mille Miglia licence. This month they're still spending money like it's going out of fashion, securing a deal to publish the *Thunderbirds* game in partnership with the show's creator Gerry Anderson.

"Everything points to another enormous success when *Thunderbirds* returns to our screens in the autumn," said the puppet master himself, currently remastering the original programme for a re-issue later this year.

SCI have signed up Deep Red Games to develop the title which is currently being billed as a strategy action game. The good news is it'll be appearing on

PS2, so expect this version to be a little more advanced than the original show. The bad news is that we won't be seeing it until autumn 2001.

Joint MD of Deep Red, Kevin Buckner observed, "It's one of those titles that comes along once in a blue moon and our development team can't wait to get started. They're already quoting characters from

the show and walking slightly strangely!" With a creative team of 30 people on board and a strategy game remit, it'll be interesting to see how they make the most of the licence and the new console.

Elsewhere, SCI's *Titanium Angels*, also for PS2, is set in an alternative future. Bounty-hunting chick Carmen Blake crash lands on an inhospitable planet and has to battle her way home. Could this be the new console's Lara Croft? No scratching or pulling of hair please ladies. More next issue. ■

THUNDERBIRDS™

RETRO LIMBO

IS IT ARCADE HEAVEN OR COIN-OP HELL? WE DECIDE. THIS MONTH: RAINBOW ISLANDS

WHY I LOVE RAINBOW ISLANDS

Since the arrival of the polygon, 2D platformers have firmly become a thing of the past, but ask yourself why? Is it because polygons improve gameplay? Nope, it's just because they're new and everybody thinks they have to use them. Games like *Rainbow Islands*: hark from a time when gameplay was paramount, graphics were secondary and glitchy camera angles didn't even exist. Using your rainbows to kill enemies and make your way to the top of each level was an original and enjoyable take on the platform genre and the bosses required a much skill to beat as any you'll come across today. Pretty colours, no need for an age certificate and more secrets to find than any other game I can think of. Red and yellow and pink and blue... I can sing a rainbow too. Happy days. Love it.

Justin Calvert

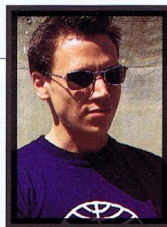


WHY I HATE RAINBOW ISLANDS

The only possible reason I can come up with for *Rainbow Islands* popularity is that it has a lot of pretty colours. After all what else could it be? Graphics? I've seen smoother sandpaper. Gameplay? Gauging out my own eyes with a spoon would be more enjoyable. Lastability? I'd give a snowman in the Sahara more time. Do not be swayed, it is a far cry from the gaming great some would have us believe. At its opening screen *Rainbow Islands* makes a most fundamental error and unforgivable faux pas – the lead character is ginger. A player must be able to identify with and like the hero of the game. I think the chances of your average gamer finding anything endearing about a fruit-eating, rainbow-pooing, ginger minger are non-existent. Hate it.

Catherine Channon

Verdict: Stone it to death! Why? Because Justin cannot win. It is the law



Tony Mott is the editor of the world's most authoritative multi-format gaming magazine, *Edge*

FUTURE PROOF

QUALITY COUNTS AS THE PS2 LAUNCH DRAWS CLOSER

Something strange is going on. As happens every month, I recently took delivery of a bundle of preview materials from my man in Japan. Developments on the PlayStation2 front are naturally progressing rapidly, so it was of little surprise that a raft of screenshots from *Sky Surfer* made up part of my precious package from the Orient.

Idea Factory's game pitches you as an extreme sports nut – surfing through the sky on a plank as you descend from a drop plane. Among a slew of Mah Jong sims and series updates it's an original, standout concept, backed up by impressive graphics and I was preparing an optimistic preview. But then the call came. It turned out that, despite having already made available umpteen shots of the game to consumers via myriad Web sites, Idea Factory didn't want any visuals to be printed. Apparently the game was going to be entirely rejigged.

In my seven years working in videogame journalism I'd never before witnessed this. And, if nothing else, it served to give credence to some unusual claims that have recently been made. Claims like the developers cannot gain access to PS2 dev kits without having first submitted firm concepts to Sony. That Sony can withdraw development support if your project is not – in their opinion – progressing in the 'correct' manner. That you will not be allowed creative freedom until your second project.

As disturbing as it sounds, we should be quietly content that Sony are keeping their third-party partners on short leashes. It was only last month that I was bemoaning the lack of quality control at Sony HQ, only for subsequent reports to suggest that something is being done about it. Praise be for that. ■

PREVIEWS

Namco finally get jiggly with RPGs thanks to *Kamurai*



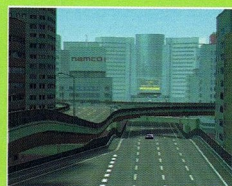
KAMURAI SHINLA

NAMCO / SUMMER 2000

After years of seeing the likes of Square profit from their role-playing expertise, Namco have decided to muscle in with a God RPG. Gods and humans coexist in the six lands which make up *Kamurai's* world – Earth, Fire, Sky, Life, Dark and Light, the floating kingdom inhabited by gods. Said gods protect humankind from the evil beings who live in the Dark realm. You

control four characters – two humans (Suyon and Kagato) and two gods (Sayohime and Fushinomiko) – who must defeat the evil menace. The game splits into two stories and you must flit between them. Another feature is the Mind And Will System, which controls the emotions of the supporting characters, affecting their loyalty to you. More news soon.

Like *Ridge* but want more realism? Say hello to *RRV*...



SHIN RIDGE RACER

NAMCO / MARCH 2000

While rumours continue to snowball about Polyphony's *GT2000* (will it be delayed for an earlier release in the arcades? No-one's saying), Namco are determined that PlayStation2 will have a top-quality racer come launch time with the ever-improving *Shin Ridge Racer*. Running at a mouth-watering 60 fps, *Ridge* has inevitably gone for a more realistic approach, with such effects as sparks on collision with opponent's cars, improved lighting, cool reflection on the car bodies, hi-res scenery,

billowing tire smoke, buckets of polygon-pushing semi-transparencies, plus saucy new race girl Ai Fukami, a 20-year-old racing fan who, according to Namco, likes "curry, photography and scuba diving." Another big change is that, rather than add to the number of cars (*Type 4* had 300+), *Shin Ridge Racer* will actually decrease the amount, going for quality over diversity. With the preview movies looking fast as hell and some gorgeous images, *Shin Ridge Racer* could just steal *GT2000's* thunder.

35 ON 136 DIE
プレイステーション

ORIENT EXPRESS

OF ZOMBIES, DINOS AND SAMURAI MASTERS...

THE HORROR, THE HORROR, THE HORROR

AND THE SEQUELS KEEP ON (CAP)COMING...

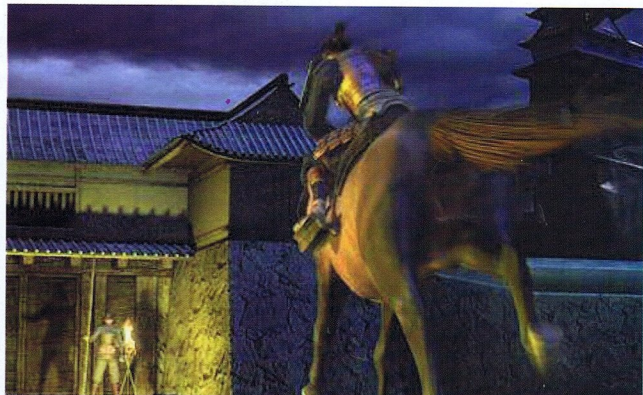
Good news for those who like the gorier side of PlayStation – Capcom have confirmed sequels to their survival horror franchises, *Resi Evil* and *Dino Crisis*. Shinji Mikami confirmed the existence of *Resi 4* in *PSM* last month, but it was only recently that Capcom president Kenzo Tsujimoto announced plans for a *Dino* sequel on PS2. It was initially mooted that *Dino 2* would appear on the original PlayStation with *Dino 3* surfacing on the next generation console, but it appears not. While a release date for *Dino 2* hasn't been confirmed (Capcom only saying "some time this year"), a UK publisher has been decided in Virgin Interactive.

For those hungry for original terror, Capcom's other PS2 horror title is coming along a treat. The latest shots of *Onimusha The Demon Warrior* boast huge polygon counts, hi-res graphics, subtle lighting effects and textures to match the characterisation. The latest news reveals that mystical samurai hero Akechi Samanosuka now has both the face and voice of Kaneshiro, a Japanese actor.

It's not all blood and guts at Capcom Towers, though. With *Breath Of Fire IV* on the way for PlayStation, recent on-line rumours have suggested that there are another two sequels on their way to PlayStation2. First, *Marvel Vs Capcom* may have a rejigged version heading PS2-wards. Fine for the 2D hardcore but even better news is that the bonkers Dreamcast beat 'em up *PowerStone* could be coming to PS2 in the form of a sequel.

Onimusha aside, sequels might not be the greatest news for PS2 watchers but until the first wave of new software arrives, we'll take what we can get. Hell, it's *Resi 4* – wouldn't you? ■

Early shots from *Onimusha* (Top and bottom left) and *Biohazard: Gun Survivor* (bottom middle) plus a shot of *PowerStone* (bottom left), a sequel of which could be PS2-bound



NEW RELEASES

PARASITE EVE II
(SQUARE)

The sequel to 1998's million-selling installment, *Parasite Eve II* is a much improved beast thanks to the shiny new development team. Set three years after the original, the characters are much the same, but everything else has moved on – the battle system has been updated (including an auto-targeting system), the graphics have been polished and the ever-tense atmosphere has been ramped up. Add on harsher monsters, more vicious attacks plus ever-saucy agent Aya Brea, and *Resi* could just have a rival. ■

Out come the freaks! *Parasite Eve* returns and is better than ever

CRAZY CLIMBER 2000
(MITSUBISHI)

The sequel to the popular arcade game, *Crazy Climber 2000* is perfect for anyone who liked *Ape Escape*. Rather than point your climber at the top of the building and press X, you must use analogue controls in a climbing motion, the left/right sticks mimicking the movement of your left/right arms and legs. Rather than just shuffling up a wall, *Crazy Climber 2000* requires you to circumnavigate 3D buildings. Retro freaks will enjoy the original game, hidden in the sub-levels while the rest hope for a safety harness... ■

Spider-Man for hi-rise fetishists (kind of), *CC 2000* scales new heights

CHASE THE EXPRESS
(SONY JAPAN)

As reported last issue, *Chase The Express* is Sony's new hope for 2000. A 3D adventure that's equal parts *MGS* to *Resi*, it involves rescuing hostages from the Blue Harvest, an out-of-control train that has been hijacked by terrorists. Playing as American NATO soldier Jack Morton, you're aided by fellow agents Christina Wayborn and Boris Zugoski. *Resi*-style puzzles, quality CG and superb characterisation make for a full-on adventure. There's already English dialogue in place so a UK release looks likely. ■

The hegemony of the third-person adventure continues unabated...

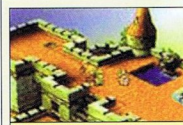


TOP 5 - SALES



- 1 Gran Turismo 2 (SCE)
- 2 Shin Yūgiō
Duel Monsters (Konami)
- 3 Legend Of Dragoon (SCE)
- 4 Chrono Cross (Square)
- 5 Densha De Go!
Professional
Specification (Taito)

TOP 5 - EAGERLY AWAITED

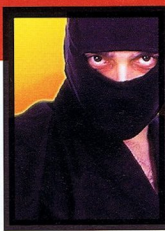


- 1 Dragon Quest VII (Enix)
- 2 Valkyrie Profile (Enix)
- 3 Super Robot
Taisen Alpha (Banpresto)
- 4 Parasite Eve II (Square)
- 5 Tales Of Eternia (Nacso)

TOP 5 - READERS' FAVOURITES



- 1 Final Fantasy VIII (Square)
- 2 Dance Dance Revolution (Konami)
- 3 Sega Frontier 2 (Square)
- 4 Monster Farm 2 (Tecmo)
- 5 To Heart 2 (Appareil)



Mystery games agent Ninja X stalks the streets of Tokyo hungry for polygons...

OTAKU YOUTH

WHERE'S THE (RAW) BEEF?

What did you get for Christmas? A whizzy new driving game? That new footy game? Or maybe one of those third-person adventures? Sweet. Hell, if you were lucky enough to get the new *Tomb Raider* or *FIFA*, you've no doubt got your money's worth but don't you long for something, well, different?

While Japan can equally be accused of draining gaming genres dry (see the craze for mech, bemani and survival horror games), there's way more sushi-rare originality to be found in the game shops of Akihabara than there is in your local Electronics Boutique. The latest release schedules reveal dating sim *Sentimental Graffiti 2* and do-it-yourself beat 'em up *Kaku Hari Fighting Game Creator* are on their way, while recent releases include Vectrex bemani title *Vib Ribbon* and truck racing game *Dekotora Legend 2*. True, these are unlikely to push the PlayStation to its limits but they do prove that originality isn't dead. While Western publishers are slaves to trends and the spiralling quest for pixillated-perfection, Japanese publishers offer a true range and depth of software unavailable in the West.

What am I saying? That when PlayStation2 jets over to the UK, let's hope that a few of the more original game ideas get on the same plane – hell, Blighty could do with it. Trust me, you haven't lived until you've played a hamburger sim... ■

AKIHABARA WATCH

NINJA X STALKS THE ALLEYWAYS OF TOKYO'S TECH DISTRICT AND DOWNLOADS THE LATEST TRUTHS AND LIES FOR PSM-SAN...

Frustrated game developers should keep an eye out for *Kaku Hari Fighting Game Creator*. Not only is it a stand-alone 2D beat 'em up, it also enables you to make your own fighters. Tweak their speed, weight, special moves and defences, and get ready to scrap. Ninja X say. Fight!

Love is in the air as a bunch of love/dating sims head towards PlayStation. NEC are porting their Saturn game *Friends*, Konami have *Want To See You (Your Smile In My Heart)* out in February. Kid are to release love sim *Infinity* while Atlus have confirmed a dating sim for PS2, tentatively titled *I Love You*.

Now out in Japan, Sony's *Thunder Of Dragoon* is looking to steal the thunder of Square's recent *Chrono* revamps. Expect a wide-ranging cast of characters, boldy price-prices, parous with flame swords and girls whose up for a fight! plus dragon-packed levels. Apparently, when two of the really fellas meet up, the winner is to stay the stronger one. Bit like life really.

With the trotaway success of ASCII's *Derby Stallion* (1.7 million sold to date), Japan's thirst for equine games will be further slaked by Tecmo's horse racer, *Gallop Racer 2000*. Due out next month, expect more action than *Stallion* – the title cloned by Square's mystical ostrich breeding/racing sim, *Chocobo Stallion*. Only in Japan...

The latest racing craze in Japan is trucks. *Dekotora Legend 2* will feature 18 trucks, with the ability to upgrade your rig by winning races. A joke title? You wish. Hi-res graphics and a cult following should mean a high chart placing.

Buy times for Square-san as they announce a series of games for the Japanese-only WonderSwan handheld game system. The nine announced titles include games based on *Final Fantasy*, *Saga*, *Legend Of*, and *Chocobo's Mysterious Dungeon* series. Good news for PlayStation owners is that they're all compatible with both WonderGate (a multiplatform emulator) and WonderGate (a multiplatform emulator) and will be available on PS and PS2. Expect to start configuring this April.

Also out now are Teichiku's *Monster Punch*, Sunsoft's *Love Game's Wai Wai Tennis 2*, ArDink's *The Family Restaurant*, Tokai's *Gun Party: Graduation*, Capcom's *Biolizard*, Gun Survivor, Namco's *Rescue Shot Bulldog* and Pandora Box: *The Death Mansion*...



Look out for a world of Egyptian horror shenanigans in *The Mummy* game. And more of the same when *The Mummy 2* is released

STRAIGHT TO FILM

STAR STRUCK

KONAMI SIGNS UP WITH UNIVERSAL STUDIOS

The games industry snuggles ever closer to Hollywood as Japanese giant Konami has announced a deal with LA movie monsters, Universal Studios. The sheer number of film licences made available to Konami via this agreement is phenomenal. It also seems likely that the traffic will be two-way as top Konami titles will have a direct channel to film development. Think *Metal Gear Solid* and *Silent Hill*. Oh yes.

Universal hold the rights to choice game-fodder like *Back To The Future*, *Terminator* and *Jurassic Park* among others. The deal incorporates a 'first look' clause giving Konami the option on every new Universal release. Rumbblings from Konami suggest that videogames of *Woody Woodpecker*, *Dr Seuss' The Grinch That Stole Christmas* and *The Mummy* (plus its sequel) are all in the offing. Beyond that, informed sources indicate that we may all be playing games featuring *Jurassic Park 3*, *Bruce Lee* and the Universal monsters (*Dracula*, *Frankenstein*, *The Wolf Man* and *The Creature From The Black Lagoon*). As the deal was inked Universal's Jim Wilson was moved to say, "The strategic alliance between Universal and Konami signals a shift in the way the entertainment business and interactive entertainment have worked together in the past." The fruits of this union should arrive in late spring.

Konami are also taking advantage of advances in mobile phone technology. Users of the service receive updated

game information, via the Konami Net site. The Japanese games keep on growing. That's all folks. ■



NURSE PAIN'S OPERATING THEATRE OF BLOOD

Each month Nurse Pain looks at the PlayStation's most violent games and diagnoses the physical damage that would result if the injuries therein were really to happen. This month *NFL Blitz 2000* - where the dirty tackle is commonplace.



NFL BLITZ 2000

Diagnosis

In *NFL Blitz 2000*, American football comes across as an extremely dangerous sport. The majority of the injuries would be impact-related - breaking bones, fractures to the neck, shattering of the knee and joints, rupturing/tearing of ligaments and compound fractures. Despite the padding, there's a high possibility of permanent neck injury, trauma to the cervical vertebrae, which could result in permanent impaired manoeuvrability. Damage to the spinal cord, resulting in either death, paralysis, and a great deal of pain before unconsciousness.

Prognosis

Loss of consciousness would not necessarily result in fatalities if medical care and airway management were available. Serious head injuries are a risk, but helmets and mouth-guards should prevent swallowing of the tongue which, if left untreated, would result in cyanosis (going blue) and hypoxia (lack of oxygen to the vital organs, and death). Anyone for tennis? ■

In real life, Nurse Pain is Mandy Miles, Senior Operating Department Practitioner at Charing Cross Hospital, London



SCOOP! EXCLUSIVE SNEERS... CURIOUS WHISPERS... GOSSIPING FACTOIDS...

Following the relative success of *That Game With Those Wu-Tang Clan*, Activision have announced a PlayStation link-up with abrasive and uncompromising *Boyz-n-the-Band* come-recently Westlife. An Activision spokesperson said, "It's looking great. Each of the boys has the ability to morph into a superhero version of themselves. Kian becomes a kind of semi-incredible Hulk figure. And there's a separate option to interview the band members about their

favourite foods, past lives, etc. Possibly out next March... Peripherals boffins Xanxxx are currently in negotiations with Sony over an exciting PS2 add-on: the Shoutmaster. A bit like those stupid rubbish phone-in games on children's TV programmes, players will be able to give their vocal cords a workout by yelling out their on-screen character's movements into a very special microphone made of superplastic 'JUMP! PAUSE! EXAMINE OBJECT!' Not one for late-night gaming, then. Quick cheat for *Tomb Raider: The Last Revelation* - pick up *Tomb Raider*



Wu-Tang + Westlife = Sweetest

3, which will be invariably cheaper and is the same game anyway, if not a bit better. IT'S SATIRE! King Mr Scoop!

THE HOT SEAT PROPELLERHEADS

Will White, one half of the Propellerheads is describing how he started out in the rarefied world of DJing. "I seem to remember coming back from some Acid House party in the West Country somewhere, in a bit of a state, and spinning some tunes in someone's front room. This DJ there said I should go and buy some records. I owe quite a lot to that guy, actually. Bought his drum machine off him the other day for a couple of hundred quid. That'll do..."

It has been a while since the Propellerheads last album, 1998's *Decksanddrumsandrockandroll*, but in the meantime they've kept themselves busy with remix work by the bucketload, as well as starting work on a new album, due out later this year.

"Alex (Gifford - fellow Propeller) has been living in New York for the last year and has just finished working on the new Jungle Brothers record. He's met so many people through living out there and working with people musically, and I think it'll be interesting to see who we can get on the new record. He's got people like Huey from the Fun Loving Criminals, doing guitar."

Since the invention of the Moog synth back in the early '70s, music has become increasingly dominated by electronics, so it shouldn't come as much of a surprise that a large proportion of musicians in the '90s spend time fiddling about with their PlayStations at home. The Propellerheads are no exception.

"Alex has a PlayStation, but I'm a driving games - *Ridge Racer* when it first came out, *Need For Speed*... I love all of them. I also got really

into *Tony Hawk's* recently too, which is phat. At the moment it's a shame because we spend so much time in the studio or gigging, it's really only the last day of the week when you can sit down and have a good play. It's a great way to switch off, and it's also a good way to listen to other people's music."

The Props began their career using traditional instruments, but computers have long-influenced the way they make their music.

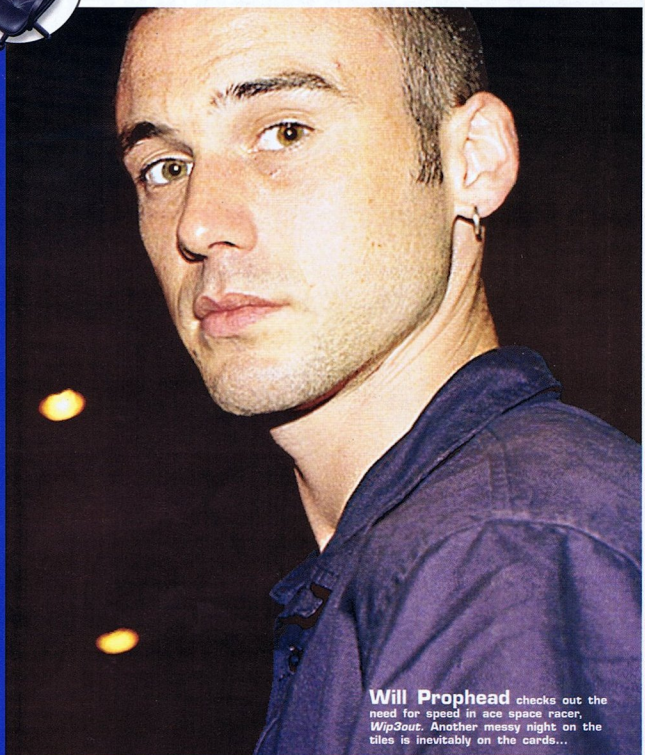
"There was a particular Commodore 64 package that I bought in '87 or '88. It came in this big box with a Christmas pudding on it or something, just so you could sell it to the kids. I remember it had this keyboard with it, and it was like a really, really basic sequencer. You could put this whole plate over the top of the keys and just play the keys. I remember knocking up some things back then."

Inevitably the Props have been asked to work on game soundtracks, contributing a track to ace space racer *Wip3out*.

"For us, doing tracks for games is such a good way to get music out to people who we know are going to appreciate it. For years it's like, you always had music in games, even if it was just bleep bleepy music ticking along on your ZX81. You've always had something going on behind your game, and it's good to be a part of that."

Still find time to go to clubs? "I tend to end up in clubs a lot anyway, because I'm DJing most weekends. I want to get out and play party tunes!"

Right then Will - *PSM*, you and a copy of *Beatmania*... Let battle commence... ■



Will Prophead checks out the need for speed in ace space racer, *Wip3out*. Another messy night on the tiles is inevitably on the cards...

>> *Wip3out* is in the shops now. The new Propellerheads album is due out later this year >>



FOOTBALL CRAZY

WE ARE THE CHAMPIONS

TEAM EIDOS TO FIELD UEFA CHAMPIONS LEAGUE SEASON 1999/2000

Put out this spring, *UEFA Champions League 1999/2000* gives players the chance to tackle actual matches from this year's tournament. You'll be able to pick up and play any of the 32 teams, complete with player names, kits, club logos, accurate stadia, and sponsors.

You might think 32 teams isn't enough to make a top-quality game. And you'd be right. So developers

Silicon Dreams have included all the teams that have ever won the tournament, including all the champions of yesteryear. You can also set up and play every final since 1960, right up to Bayern Munich vs Manchester United. Ahhh, but what of the most important detail of all. Who's supplying the voices? That'll be Bob Wilson, Clive Tyldesley and current number one, Kevin Keegan. That's who...



Change the course of history by restaging the final of your choice

SCREEN TEST

DR HOLLYWOOD IS KNOCKING. SOMEONE LET THE MAN IN PLEASE

4. TOMB RAIDER VIII: RETRIBUTION

"Lara Croft: adventurer, gymnast, explorer... And she's not too bad at archaeological exploration, either!"
Directed by: Michael Winner

THE PLOT:

Lara travels to Holland after a tip-off reveals the ancient treasure known as The Clogs Of Khartoum is hidden in a complex series of catacombs beneath an ancient windmill. She seeks advice from ex-university friend Vanessa Morton, now down on her luck dancing for men in an Amsterdam nightclub. Banana Babes. Mid-way through, we flashback to Lara's teenage years and discover her unresolved relationship with an old adversary - renegade classics lecturer Hans Von Krammer. Cut back to the present, and Lara realises Von Krammer and his band of hopelessly-bad-at-fighting men in ninja PJs are also after the clogs. She hooks up with dirty-but-brilliant Dutch prof/explorer Ruud De Boer in his semi-Mormon commune in rural Rotterdam - populated with statuesque Germanic models who are all archaeology experts. Lara, Ruud and his girls all head for the Windmill Of Babylon for a showdown with Von Krammer and his cronies. At a crucial moment, Vanessa turns up and saves Lara's life. Etc, etc.

THE PITCH:

It's Indiana Jones with a sexy lady!

GREEN LIGHT OR DEVELOPMENT HELL?

Green Light. Posh's slender look is fine for the leaping and rope-swinging, but Winner insists on a couple of rugby balls bobbling beneath the Gucci cellophane mini-top. Final showdown between Van Damme and Cantona possibly with the line: "You have shit on your clogs. And I'm the shoe-shine boy..." **Andy Lowe** ■



You can run but there can be no escape from the attention of Mr Michael Winner

THE CAST



▲ Lara Croft - Posh Spice



▲ Teenage Lara - Denise Richards



▲ Vanessa Morton - Denise Van Outen



▲ Professor Ruud De Boer - Jean-Claude Van Damme



▲ Hans Von Krammer - Eric Cantona

Photos: Movie Stars Collection/All Star

LOONEY TUNES!

WHO BE SOFT?

UBI SOFT SQUARES UP TO THE BIG BOYS

Keen to make an impression on PlayStation2, French publisher Ubi Soft are preparing to release upgrades of their latest titles. *Rayman 2* and *F1 Racing Championship*, penned in for release on our lovely old PlayStation, will be reworked to take advantage of the processing power of PlayStation2 and will enjoy a dual release on both machines. But rather than leave it there, ambitious Ubi Soft are preparing to drench the PlayStation2 world with an almighty spray of releases.

All Star Tennis 2000 will be appearing on the new machine, again developed by Smart Dog, alongside *Rayman 3*. Look out too, for new Disney games including a Donald Duck racing/adventure title and a new *Jungle Book* game. More excitingly, Ubi Soft have also secured a deal to develop a new series of Warner Bros games. And the most



uncontainable secret of all? *Batman - Vehicle Adventures* is on its way. A racing game (presumably), based on *Batman and Robin: The Animated Series*. Ubi Soft, the new Activision? Maybe, just maybe... ■



Rayman 3 is coming to PS2 and it'll be a radical departure from his previous outings



REALITY BYTES

ELIZABETH MILLER WRITES FROM LEWISHAM the Postcode



Last Xmas, I was at a loss as to what to buy my boyfriend. A mate suggested a PlayStation and I thought, "Why not?"

It all began to go wrong on Boxing Day. A few of his mates came round to play with his new toy. I sat there trying to be enthusiastic and even had a hand at playing the damn thing - but to no avail. By 2am I was shattered and left the boys playing with their cyberbabe.

At 7am I awoke in an empty bed and went downstairs to find them all crashed out in the living room. The next evening it was the same story. And the next. And the next... I thought the novelty would wear off and things would go back to normal. How wrong I was.

One year on and my living room has become the local arcade. It's bad enough when your own boyfriend would rather talk to a TV screen than you, but when you've got a house full of people and still want to talk...

I'm sure I'm not the only "PlayStation widow" out there, please help me. Please... ■

Liz gets a FFVIII boxset to help her pass the hours...

What's your weirdest PlayStation experience? Send 'em in (including a passport pic of yourself) and win a prize!

Reality Bytes

PSM

Future Publishing

30 Monmouth Street

Bath

BA1 2BW

IT SHOULD BE A GAME

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW

HANDBAGS AT DAWN / RICHARD EDDY, TOOTING BEC

• The Concept

A blissful miasma of *The Dresser*, *Ab Fab* and, um, *Tekken 3* set at Harvey Nichols, *Handbags At Dawn* is a cat-scratching, knicker-ripping, lippy-smudging, chap-slapping pile of camp old nonsense that replaces the likes of Jin Kojima with drama queens from a corner of Old Compton Street. There is a plot stitched on to all this effete madness. GMTV are hosting a makeover competition at a local department store. Your job is to get from your front door to the store. Unfortunately, blocking your way are jealous rivals, desperate for a makeover themselves. Cue one-on-one bitch-fighting with Prada clutches.

• The Pitch

Begin by choosing clutch or shoulder, clasp or zip fastener, and then it's balls-out carnage.

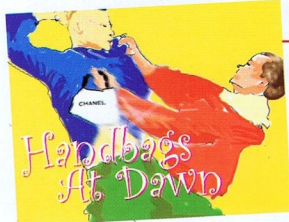
Take on dear old grandmas and mothers with toddlers, before moving on from butch young types through to camp old things. Your ultimate foe? Slapped-up old drag queens, with their rapier-like hits, hairspray blasts to the eyes and the *piece de resistance*, a lash of their venomous tongue.

• The Verdict

Sweet genius. With geek-pleasing sub-games (Rich suggests "renditions of a new *Dance Steps* routine a la *Dance Dance Revolution*"), kick-ass weaponry (bonus accessories can be stolen from the store) and a taste for the camper side of life, *Handbags At Dawn* is a winner. The final word has to go to Mr Eddy. "Get gorgeous! Remember, there's only one rule with make up – the more you put on, the better you look!" Respect.

FROM THIS... TO THIS!

Would you like to see your game ideas brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PSM's version of your design.



STRIKE!

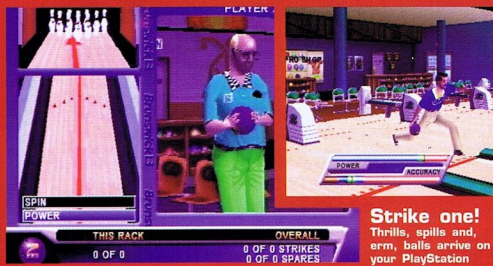
BOWLED OVER

THE MIGHTY THQ STRIKE WITH BRUNSWICK BOWLING 2

At last, the opportunity to make like Bill Murray in *Kingpin* and play some skittles. We've had the men in pants, now the men in slippers are coming to PlayStation in March. As incredible as it seems, THQ's *Brunswick Circuit Pro Bowling* has been revamped. Soon we'll be able to revel in even more ten-pin action with real tournaments endorsed by the Professional Bowling

Association, genu-wine bowlers from the league, and an all-new Brunswick bowling kit.

One of the key elements is the create-a-bowler feature which enables you to mould your character into the bowler of your dreams. These custom players will develop individual moves to celebrate their strikes. You'll be able to save these to a memory card, perhaps to show your friends. Perhaps.



Strike one!
Thrills, spills and, erm, balls arrive on your PlayStation

PSM CHARTS

WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION

GAME

PSM IN ASSOCIATION WITH
GAME BRING YOU THIS MONTH'S
TOP 40 BEST-SELLING GAMES

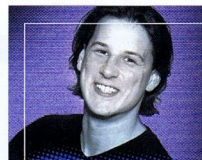
1	(1)	TOMB RAIDER: THE LAST REVELATION	EIDOS
2	(2)	FIFA 2000	ELECTRONIC ARTS
3	(6)	CRASH TEAM RACING	SCEE
4	(5)	TOMORROW NEVER DIES	ELECTRONIC ARTS
5	(NE)	THIS IS FOOTBALL	SCEE
6	(NE)	MEDAL OF HONOUR	ELECTRONIC ARTS
7	(RE)	COLIN MCRAE RALLY	CODEMASTERS
8	(7)	MUSIC 2000	CODEMASTERS
9	(13)	DRIVER	GT INTERACTIVE
10	(4)	FINAL FANTASY VIII	SCEE
11	(3)	DINO CRISIS	VIRGIN
12	(RE)	RAYMAN	UBI SOFT
13	(14)	STAR WARS: THE PHANTOM MENACE	ACTIVISION
14	(11)	GRAND THEFT AUTO 2	TAKE 2
15	(15)	WWF ATTITUDE	ACCLAIM
16	(29)	SPYRO 2: GATEWAY TO GLIMMER	SCEE
17	(RE)	RESIDENT EVIL 2	VIRGIN
18	(12)	WORMS ARMAGEDDON	HASBRO
19	(NE)	LEGO ROCK RAIDERS	LEGO MEDIA
20	(RE)	GRAN TURISMO	SCEE
21	(RE)	CRASH BANDICOOT	SCEE
22	(RE)	TOMB RAIDER 2	EIDOS
23	(10)	WCW MAYHEM	ACCLAIM
24	(28)	FA PREMIER LEAGUE MANAGER	ELECTRONIC ARTS
25	(NE)	FA PREMIER LEAGUE STARS	ELECTRONIC ARTS
26	(NE)	XENA WARRIOR PRINCESS	TITUS
27	(NE)	SLED STORM	ELECTRONIC ARTS
28	(RE)	LMA MANAGER	CODEMASTERS
29	(27)	RUGRATS	THQ
30	(NE)	LEGO RACERS	LEGO MEDIA
31	(RE)	FORMULA 1 '99	SCEE
32	(RE)	GRAND THEFT AUTO	TAKE 2
33	(RE)	TEKKEN 2	SCEE
34	(RE)	MICRO MACHINES V3	CODEMASTERS
35	(RE)	METAL GEAR SOLID SPECIAL MISSIONS	KONAMI
36	(NE)	KNOCKOUT KINGS 2000	ELECTRONIC ARTS
37	(20)	ACTION MAN: MISSION XTREME	HASBRO
38	(19)	MISSION: IMPOSSIBLE	INFOGRAMES
39	(35)	BRIAN LARA CRICKET	CODEMASTERS
40	(26)	CROC 2	ELECTRONIC ARTS



WHAT THE CELEBS ARE PLAYING

Beware, 'tis Suffolk's premiere purveyors of Black Metal, Cradle Of Filth. Their latest opus, *Cruelty And The Beast* is out now...

1. **MEDIEVIL** Historical
2. **SOUL REAVER: LEGACY OF KAIN** Hysterical
3. **KNOCKOUT KINGS 2000** Boxer beats
4. **CASTLEVANIA: SYMPHONY OF THE NIGHT** Fantastic
5. **TEKKEN 3** A fighting game



WHAT WE'RE PLAYING

Sister of mercy, angel of the night, Mark Donald

1. **NFL BLITZ 2000**
2. **ISS PRO EVOLUTION**
3. **QUAKE II**
4. **GRAND THEFT AUTO 2**
5. **THE NEXT TETRIS**



WHAT THEY'RE PLAYING

Nathan Silvers, level designer in chief on GT's *Unreal*

1. **SUPER PUZZLE FIGHTER 2 TURBO**
2. **TETRIS PLUS**
3. **FINAL FANTASY VIII**
4. **CRASH TEAM RACING**
5. **TWISTED METAL 2**



WHAT YOU'RE PLAYING

Aslan of Narnia. Not really, it's Matthew Denny from London

1. **WWF ATTITUDE**
2. **MUSIC 2000**
3. **LMA MANAGER**
4. **COMMAND & CONQUER: RED ALERT**
5. **ISS PRO '98**

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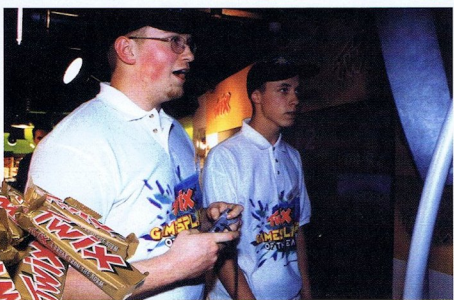
CHOC'S AWAY!

TWIX WINNER ANNOUNCED

P SM50's rip-roaring tussle betwixt man and bicycle which formed the TWIX Gamesplayer Of The Year '99 challenge, sparked a massive response. Thousands of times and codes for our *No Fear Downhill Mountain Biking* demo flooded in as UK gamers clamoured to show off their virtual biking prowess in the regional heats. These were then whittled down to 15 of the finest peddlers who were invited to the grand final held at the Oxford Street branch of HMV in London on Sunday 14 November 1999.

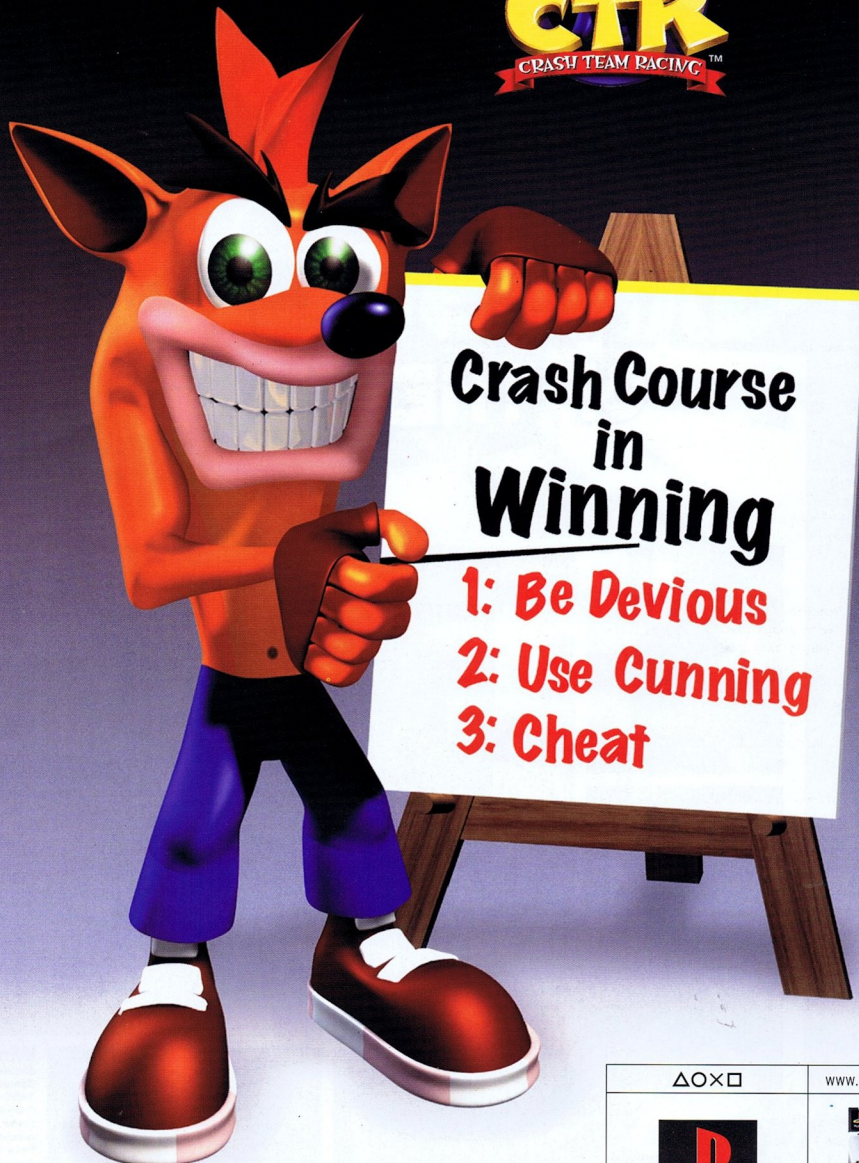
Despite tough competition, there could only be one winner. Paul Crowther, aged 17, of Whitby, North Yorkshire held his nerve and sped past the other contenders to victory and the TWIX Gamesplayer Of The Year '99 title. On hand to award him his fantastic prizes were Ant and Dec, (of *SMTV Live* and *Byker Grove* fame). Paul collected an awesome top-of-the-range Giant mountain bike, No Fear clothing, specialist biking gear, HMV vouchers and a year's supply of TWIX. And, as if that wasn't enough, he also won an day out with the Giant professional mountain biking team. Runners up were amply consoled with goodies too. Not bad for a day's gaming.

TWIX® GAMESPLAYER OF THE YEAR



Winner of the hotly contested title of TWIX Gamesplayer Of The Year 1999 is 17-year-old Paul Crowther from North Yorks, here seen receiving his lovely prizes from *SMTV Live*'s lovely Ant and Dec

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FEB 2000

INSIGHT

Gary Penn, the big man at DMA chats about *Grand Theft Auto* and... Himself



You've been in the videogames industry quite a while now. What was your first job and just how did you get it?

I started off as a trainee staff writer for ZZAP! 64, the Commodore 64 magazine. It was 1984 and I was one of five people fighting for the title of Britain's Best Gamer in a competition held by *Personal Computer Games*, edited by one Chris Anderson, the founder of Future Publishing. The next thing I know he's starting up a new Commodore 64 games magazine in Yeovil and wanted hardcore players to provide authoritative opinions and advice... Naturally, I jumped at the chance.

It's a big move from magazines to software publishing. How did you arrive at your current position as creative director within DMA Design?

Via a long and winding road with many different stops, all of which taught me most of the core skills involved in gaming magazines, entertainment software development and finally publishing. Which means my industry expertise is well-rounded. Like my belly, I guess.

Of all the games you've been involved with, which is your favourite and why?

Ooh... Probably the original *Grand Theft Auto*. It captured an enormous amount of raw energy from a diverse and colourful team.

Grand Theft Auto in mind, DMA Design are renowned for their original games. Will you continue to be so innovative when PlayStation2 rears its beautiful head?

Oh yes. Original development is increasingly risky so we've had to shift our emphasis slightly in recent years - from making and exploiting new toys to finding new ways to play with existing toys. But that means improved focus and increased accessibility, it doesn't mean compromise.

This year is potentially the biggest year for PlayStation. What are you working on?

Now that would be telling. All I'm prepared to say is that it involves people, vehicles, structures, weapons, criminal activity and polygons. [That'll be a polygonal GTA3 for PS2 then. Cheers, Gary! - Ed]

Justin Calvert



Colony Wars:
Red Sun



Rally Championship



World Championship Snooker



Speedball 2100

CONTENTS...

Speedball 2100 30

Blood sport for all. American football meets ice hockey meets a dirty great punch-up meets PSM

Rally Championship 32

Mud glorious mud! We go for a wallow with the game that could stick it up Colin McRae's tailpipe.

World Championship Snooker .. 34

A table, some balls, tuxedoed gentlemen wielding wood, brace yourself for the raw excitement of snooker

Colony Wars: Red Sun 36

Alien spacecraft massing in waves. You and an unlimited ammo supply. Prepare to break your trigger finger

Premier Manager 2000 38

Tasteless jewellery, chronic job insecurity, all the sheep jackets you can eat - who wouldn't want this job?

Round Up 40

Tomorrow's world. The games of PlayStation future

NAME:

SPEEDBALL 2100

NOTE:

IN A HUNDRED YEARS TIME, ALL SPORTS GAMES WILL BE MADE THIS WAY...

PRODUCT SPECIFICATION

STYLE:	Future sports
PUBLISHER:	Empire Interactive
DEVELOPER:	Bitmap Bros
RELEASE DATE:	May

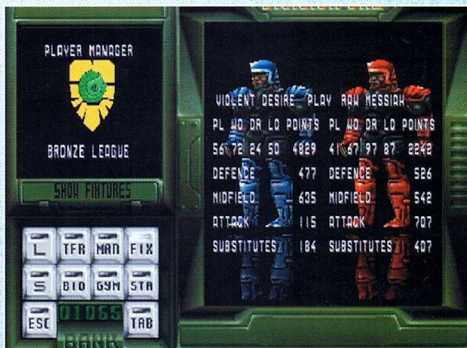
CHARACTER DESIGN:



COMPLETE: 60%

QUOTE:

"You can keep building up your team virtually ad infinitum"



From the management screen you can alter your starting line-up, bid for star players on the market or take players into the gym



The score multiplier - hit this twice to double every point you gain afterwards



The design of the stadium hasn't changed at all in terms of layout, there's just lots of new real-time eye candy

Eack in 1992, when the Amiga 500 was a machine to be reckoned with and the cheap, plastic joysticks had names like The Boss, Quickshot II Turbo and The Bug, the Bitmap Brothers unleashed *Speedball 2* upon an unsuspecting public. *Speedball 2* was a brilliant idea with stylish graphics, a rocking soundtrack and enough action to blow away any other sports games from the period. Ice hockey without the sticks? Football without the throw-ins and corners? Whatever *Speedball* was, it worked, and it left fans hungry for a sequel once their Amigas were retired to the loft. Now, some seven years later, the Bitmap Brothers have finally got around to developing *Speedball 2100*. PSM tracked down Pete Tattersall, the game's lead artist, determined to find out how he plans to top the best future sport of all time.

"We couldn't really improve upon the original's gameplay so we didn't even try" explains Pete. Even the pinball-like pitch layout is identical. All of the ingenious bounce domes, score multipliers and wall stars have been placed in exactly the same positions as seven years ago. The Bitmaps believe that *Speedball* is now established as a sport in its own right; the layout of a football pitch never changes so why should the *Speedball* arena? As Pete argues, "The way we've looked at it is that instead of trying to make an excellent game better, which is difficult to do, we should try to extend the playing time of the game."

"We've actually added a memory card option so you can save your team out. You can keep building it up virtually ad infinitum. If you're playing against one of your mates for

BE IN THE GAME!



On the left? Mr Justin. On the right? It could be you!

The Bitmap Brothers are offering one lucky PSM reader the chance to appear in the finished version of the game. You'll be able to take to the arena as yourself and, if you haven't got enough credits to invest in a decent star player, you might even decide to team up with PSM's Justin Calvert who is

also putting in an appearance. In addition to being immortalised as a *Speedball 2100* player you'll get to spend a day playtesting the game with The Bitmap Brothers and, of course, receive a free copy of the game when it's released later this year. Send your answer to the following question on a postcard marked 'Speedball 2100 Compo 55' to the PSM editorial address by Wednesday 23 February.

What was the name of the player team in *Speedball 2*?

- a) Standard Deluxe
- b) Super Nashwan
- c) Brutal Deluxe

SPEEDBALL 2100 COMPO



Improve your player's statistics in the gym by simply spending money on them. But be warned, it'll cost you an absolute fortune to see them become star players...



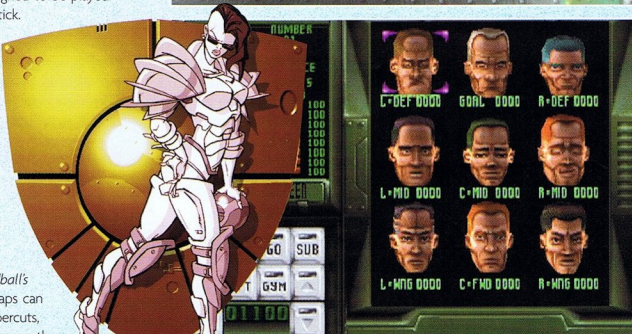
Fans of *Speedball 2* will notice that even the menu screens have only changed slightly

instance, you can take your team around to his house and play a few games. If you decide your team isn't as good as his, you can take it back home and build it up some more."

As in *Speedball 2*, you can develop your team by buying star players on the transfer market, or by spending prize money on improving your existing squad. The training screen enables you to buy skill upgrades for individual players, so you can design a team that suits your style of play. Initially, the game will contain 200 off-the-peg players. However, you'll be able to customise every aspect of your side, from a player's skin tone and hair colour to the team's kit and logo. It's a feature that *Speedball 2* fans will appreciate, having been forced to play for years as the bog-standard Brutal Deluxe side.

Speedball 2 was designed to be played with a single-buttoned joystick, so will the Bitmaps let all those modern joypad buttons go to their heads? "We are planning to put some special moves in there depending on a player's position. Defence, midfield and attack will all have their own specific moves but, if we feel they aren't working, then we'll just pull them straight back out." Furious simplicity was always *Speedball's* strongpoint, but if the Bitmaps can add jinks, sidesteps and uppercuts, without compromising the game, then who are we to argue? ■

Justin Calvert



Your starting nine, yet to be made more deadly and interesting with the addition of star players

DESIGN PROFILE

LOGO:



NAME:

Pete Tattersall

JOB TITLE:

Studio Manager

HISTORY:

In 12 years as an artist and game designer Pete has worked on over 100 titles, but refused to name any of them.

INFLUENCES:

Pete is a fan of the previous *Speedball* games but has also been influenced by the graphic styles of Dan Malone and Mark Coleman.

OTHER INFORMATION

WEB SITE:

www.bitmap-brothers.co.uk

NAME: RALLY CHAMPIONSHIP

NOTE:

FORGET KICKING IT ON THE BEACH TRACKS OF GREECE, THIS RALLY GAME BRINGS YOU THE GRITTIEST REALISM. HELLO WALES...

PRODUCT SPECIFICATION

STYLE:	Rally sim
PUBLISHER:	EA/Actualise
DEVELOPER:	HotGen Studios
RELEASE DATE:	March

RIVAL RALLIES:

COLIN MCRAE RALLY



V-RALLY 2



RALLY CROSS 2



COMPLETE: 90%

QUOTE: "The graphics leave Colin McRae standing..."



The cars are superbly detailed, with crisp livery and little details such as the working brake and reverse lights



Masochists can do some real damage to their cars, but, fun as that may be, knocking lumps off your opponents' vehicles is the best

BUT WHAT ABOUT COLIN?

Let's face it, *Rally Championship* may boast exhaustive realism, but it's going to have to go some to make us ditch *Colin McRae Rally*. How are HotGen going to compete against the Scottish smoothie?

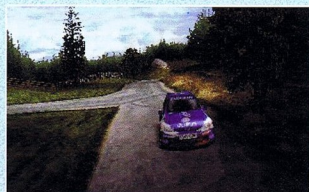
HotGen's Fergus McGovern reveals his masterplan, "It's all down to the look and feel of the game. In *Rally Championship* there are several hair-raising sequences that

take place in narrow defiles where the sensation of speed and danger is quite breathtaking. There's a level of authenticity that hasn't been achieved before."

Give us one good example then Fergus. "We've endeavoured to provide a high level of excitement, using long tracks and realistic handling."

Like it. But where does *Rally Champ* really blow *Colin* off

the road? "We feel the graphics leave *CM* standing. We managed to build a system that provides glitch-free streaming of the course data straight from the CD. This gives us more detailed environments. There's no texture distortion, pixillated sprites or pop-up. With our graphics, realism and two-player game we hope to take *PlayStation* rallying to the next level."



Somewhere among all this flawless reality there might just be some surreal surprises. On the subject of hidden stages Fergus would only comment cryptically, "Think *Alice In Wonderland*"

Rallying isn't about personalities (how many drivers can you name that aren't called Colin) it's about places.

The ice fields of Sweden, the hairpinned coils of Corsica... Each exotic locale conjures up its own image of four-wheeled matadors trying to tame the wild country. But nowhere is rallying more elemental than amid the scowling landscape of The British Isles.

No-one comes to this rain-slashed, Atlantic floater for a warm welcome, but inhospitable doesn't even begin to describe it. Which is why *Rally Championship* (officially endorsed by the British Rally Championship) is focused entirely upon our septic isle. Suggest to developers HotGen that they might be taking a slightly narrow approach and you'll get a bullish response from their main man, Fergus McGovern. "If you want to jaunt around the globe via a whole load of thinly-conceived sequences, then fine. But we knew that if we really concentrated on just one real-world scenario, we could push the whole genre on to the next level. We feel this has let us go into much more detail with the look and feel of the game - authenticity has been paramount."

So instead of the usual ice, desert and hidden lava levels, we'll face courses that subtly change as the stages progress through different parts of the country. Superimposed on that will, of course, be Britain's notoriously fickle weather. Conditions may range from grim to bloody diabolical, but you'll never be able to predict them. "You'll be tested in the rain, snow, ice, fog and every conceivable condition in between, at different times of the day," menaces Fergus, twirling his moustache villainously. "The snow alone had eyes popping



Controversy mars the World Tobogganing Championships as the Finns enter their prototype 4-wheeled sledge

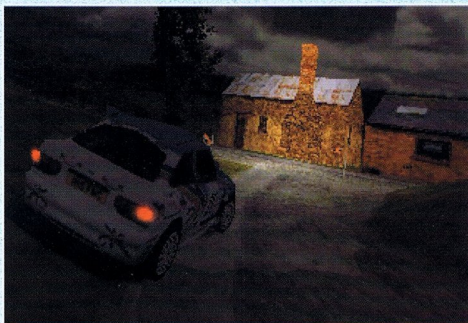
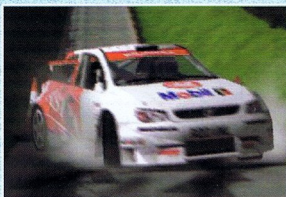
out when we first showed it. Personally, I like the night stages best.

Rally Championship doesn't force you to spend time panel-beating your car if you plunge it straight into the nearest ditch, but you might stay on the road a little longer if you set up your suspension and tyres to cope with the prevailing conditions. You'll get the chance in between stages, or you can just accept the AI's recommendation if you're only interested in left/right/accelerate.

Whatever your rallying bent, *Rally Championship* intends to service your needs with 21 licensed cars (class A5 to A8) and 36 stages (plus 12 two-player circuits that cover more than 700 miles. And once you've completed all that, you can do it all again in reverse. What's more, HotGen are bucking rallying convention by sneaking in multiple routes. Tell us more Fergus. "We're talking real skill points here. Most players won't make it to the alternate routes, because they'll never know they're possible. But if you do find them, you'll shave off a few valuable seconds that can mean the difference between a championship and eating worms at the bottom of the garden."

Rally Championship is being geared towards realism. From stages that were modelled from live footage of the real courses, to authentic car handling, to graphical effects like the weather and cumulative dirt and damage on your motor. That's the depth sorted. But with multiple routes, off-road action and an emphasis on the hairiest stages of the British Rally, HotGen are clearly out to make *Rally Championship* a mud-flying, genre-bending treat. Find out more next month. ■

Mark Donald



Picture this. *Rally Champ* looks so gorgeous that EA are thinking of publishing these screenshots as a range of attractive postcards. Possibly



Game modes will include the British Rally Championship, the A8 Championship, Time Trial, Arcade (battle against a field of cars) and two-player split-screen (horizontal and vertical)

DESIGN PROFILE

COMPANY:



NAME:

Fergus McGovern

JOB TITLE:

Managing director

HISTORY:

Fergus has been in the industry for years, previously heading up Probe Entertainment which brought us *Die Hard Trilogy* and *Alien Trilogy*.

INFLUENCES:

Rally Championship was originally developed by Actualise for the PC. The PC version was first-class and HotGen took like they're going to produce a port that'll do PlayStation owners proud.

OTHER INFORMATION

WEB SITE:

www.e9.com

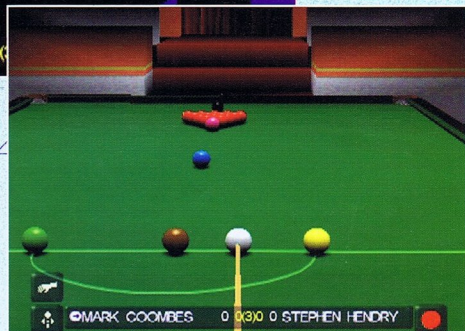
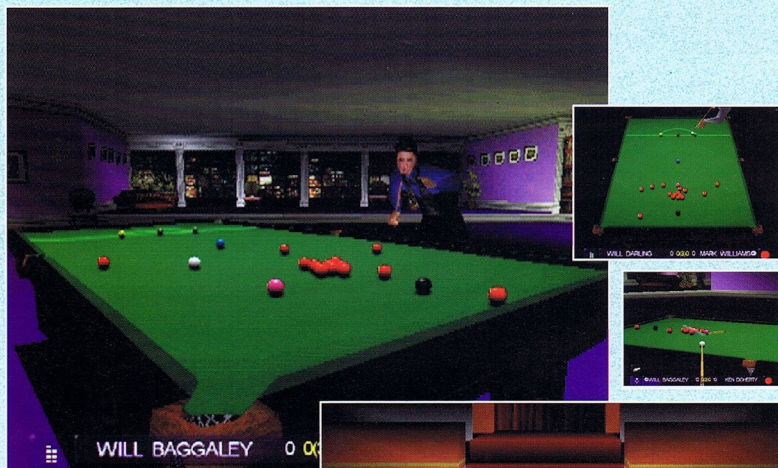
NAME: WORLD CHAMPIONSHIP SNOOKER

NOTE:

YOU'VE GOT TO HAVE BALLS TO TRY AND MAKE A SNOOKER GAME. 22 BALLS IN FACT...

PRODUCT SPECIFICATION

STYLE:	Snooker sim
PUBLISHER:	Codemasters
DEVELOPER:	Blade Interactive
RELEASE DATE:	March
COMPLETE:	75%



When the game knows which pocket the ball is heading for, the camera swings round to give a televised view from behind the pocket

Snooker games beg the question why? A gentle pursuit invented for evenings pottering around the lounge, why would anyone want to play it on the crackling grey joybox that now dominates most front rooms in Britain? Eh? Deborah Jones of Blade Interactive, WHY?

"Firstly, a snooker game has never been done on the PlayStation. There's no arguing with that, but Deborah's just warming up. "Secondly, in terms of television ratings, snooker is the second most popular sport in Britain." Really? "And thirdly, we're doing it because we can. Snooker is extremely difficult to simulate. 3D physics, with polygon characters and lots of tricky-to-get-right balls. But Blade have no less than four PhD physicists, ably assisted by the legendary Mike Singleton. I know this sounds boastful, but we have created what many others have tried and failed to pull off."

Well, that's told us. And to be frank, we've had a good feeling about *Snooker* since we first clapped eyes on it. It looks a cut above the average cue-jostling game as Blade have painstakingly recreated the intense atmosphere which makes the great matches so compelling. The breathy commentary, the dry coughs, the

immaculate players nervously twitching in the corner. It's the unbearable tension that makes snooker so exciting and Blade's game knows how to crank it up. Over to Deborah.

"We've used some special camera effects, even down to a slight fish eye lens effect on some shots. We've got the referee, The Crucible, Riley tables, commentary by the legendary Dennis Taylor and flawless physics."

It's true, WSC's balls look incredibly round considering they're made up of a bunch of square pixels. "We're very proud of our balls," says Deborah. "Most other games' balls look odd and don't behave correctly." But Blade's curved polygons dispense with all that so you can even chip the ball clean off the table and fill your boots in the trick-shot sub-game.

Mastering the rub of the green is vital, because you can't just swan straight into The Crucible. First you've got to hawk your ash shaft around snooker's wildest den clubs. Untamed bear pits that must be conquered before you can wipe the floor with the motion-captured likes of Stephen Lee and Stephen Hendry in The Crucible. Verily, a ball-busting triumph is in the offing. ■

Mark Donald



Sssh! Here's that authentic BBC2 view

DESIGN PROFILE

COMPANY:	Blade
NAME:	Deborah Jones
JOB TITLE:	Managing director
HISTORY:	Blade's most historic figure is Mike Singleton who began his career on the ZX Spectrum
INFLUENCES:	Blade's inspiration is just the humble desire to produce a game that does the sport justice

QUOTE: **"We're very proud of our balls..."**

LET'S GET READY TO RUMBLE

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NAME:

COLONY WARS: RED SUN

NOTE:

IN SPACE, NO-ONE
CAN HEAR YOU
CREAM WAVE
AFTER WAVE OF
ALIEN SHIPS...

PRODUCT SPECIFICATION

STYLE:	Space combat
PUBLISHER:	SCEE
DEVELOPER:	Psygnosis
RELEASE DATE:	March
COMPLETE:	80%



As a mercenary you have very few friends in the galaxy to watch your back. Best put that radar to good use



Once upon a time, in a galaxy not so far away, a game called *Colony Wars* was released on PlayStation.

A massive space battle ensued and those that survived were rewarded some time later with the sequel – *Colony Wars: Vengeance*. Now, in the tradition of all great space operas, the series will attain trilogy status. *PSM* contacted lead designer Simon Stratford via a subspace carrier wave to discuss his plans for the game and the imminent conquest of the universe.

"*Red Sun* is a sequel – which in this industry doesn't always bode well" begins Simon. "Nevertheless, there's room for improvement in every game, and every developer or player has an opinion on how a game can be improved. So we've taken as many of those opinions as possible, found the common ground between them and built on it." Some of those building blocks include a professionally written script, over 20 minutes of FMV plus an original orchestral soundtrack. Details of the plot are being kept secret, but *PSM* did manage to discover that

you play the role of a mercenary and that *Red Sun* is the code name for the female enemy you hunt throughout the game. Curious...

When quizzed about typical missions

Simon claimed that "there are no typical missions in *Red Sun*." However there will be plenty to keep you busy – gladiatorial dogfights, escort missions, full-on military operations and giant-alien-jellyfish harvesting missions. As you complete these missions you'll earn money

which can be used to repair and upgrade your ship. "There are eight new player ships to buy, if you can afford them, and each one brings new depth to the task of configuration for that elusive perfect dogfight." Bigger guns and missiles will obviously figure heavily, but Simon also indicated that cloaking devices will be among the 40-odd items available. With such *Trek*-isms on offer, Jean-Luc Picard had better just watch his back...

Justin Calvert



The explosions put London's millennium efforts to shame



Battles in deepest, darkest space are only the beginning. It's a whole new ball game on the planet surface

DESIGN PROFILE

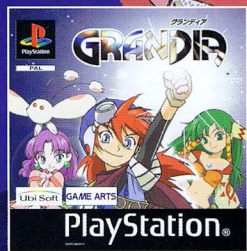
COMPANY:	Psygnosis
NAME:	Simon Stratford
JOB TITLE:	Lead designer
HISTORY:	After studying English literature Simon worked on "the occasional game." We've never heard of it either.
INFLUENCES:	Simon's a big fan of <i>Star Wars</i> and <i>Babylon 5</i> , but also claims to be influenced by Stephen Donaldson's <i>Gap</i> novels.

QUOTE: "Details of the plot are being kept secret..."

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NAME:

PREMIER MANAGER 2000

NOTE:

INFOGRADES STRIP OFF THEIR LATEST **PREMIER MANAGER** UPDATE...

PRODUCT SPECIFICATION

STYLE:	Football management sim
PUBLISHER:	Infogrames
DEVELOPER:	In-house
RELEASE DATE:	March 2000
COMPLETE:	85%



User friendly is the name of the game as far as the numerous options and management screens are concerned



The 3D match engine, based on that of *Actua Soccer 3*, sets a new standard as far as footie management sims go

As a self-confessed Wolves fan, Phil Bradley might not seem the obvious choice to produce a footy management sim. Nevertheless, he is the man Infogrames are entrusting with the latest version of their hugely-successful *Premier Manager* series. *PSM* tackled him on why he thinks *Premier Manager 2000* is going to be the best football management title to appear on the PlayStation 2 date.

"*Premier Manager 2000* gives every football fan the chance to fulfil their dream of leading their club to glory" begins Phil. "If you are successful at a small club you can apply to take over bigger clubs for a new challenge. Failure will lead to you writing begging letters to the chairman of the bottom club in the league." In addition to teams in all four of the English divisions, you'll be able to manage sides from the top two divisions in Germany, France, Italy and Spain. There are also a number of non-league sides from each country included, who will get promoted to the lower divisions now and then.

As with any good management sim – or at least one that is seeking to accurately represent the sport – finances, or the lack of

them, play an extremely important role in *Premier Manager 2000*. Obviously the transfer market will be the most exciting manifestation of this, but you'll also have the opportunity to get involved in sponsor selection, ground and facility development, the hiring and firing of staff and, of course, ticket prices.

The matches themselves can be followed via text or a 3D match engine based on the one used in *Actua Soccer 3* and accompanied by a Barry Davies commentary. "Every match you play is completely different. There are so many events in *Premier Manager 2000*, as in real-life, that no two matches will ever be remotely similar" claims Phil, setting himself up for a fall should next month's preview code not deliver on his ambitious promise.

An even more impressive claim is that *Premier Manager 2000* will give you the option to compete alongside up to three of your mates, providing you all choose teams from the same country. An interesting prospect indeed. Then again, so was England versus Scotland. ■

Justin Calvert



Every match you watch will be complemented by Barry Davies' commentary

DESIGN PROFILE

COMPANY:	Infogrames
NAME:	Phil Bradley
JOB TITLE:	Sports producer
HISTORY:	Phil has produced over a dozen titles but says the best game he worked on was <i>Striker</i> on the SNES
INFLUENCES:	Phil's team spent a lot of time playing competitor's titles to ensure that <i>Premier Manager 2000</i> is the best

QUOTE: "Every match you play is completely different..."



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NAME:

ROUND UP

DEVELOPER BY DEVELOPER, THE GAMES COMING TO A PLAYSTATION NEAR YOU SOON-ISH...

PRODUCT DETAIL



Rugby 2000

EA's ball-juggler should be by far the most realistic rugby game to date, featuring play-by-play commentary from Bill McLaren and beefy New Zealand centre Jamie Salmon

OTHER INFORMATION

Web sites to visit for game overload..

Lionhead: www.lionhead.co.uk
Keep a digital eye on that snailhouse and his godly plans for PlayStation2

Dreamworks: www.dreamworksgames.com
Spielbergian crafters of *Model of Honour* (TNT) and *Jurassic Park: Harpoot* (R001). Go see

PSX2 Online: www.psx2online.com
Possibly the best unofficial PS2 site out there with a regular round-up of all online rumours

Attention To Detail: www.std.co.uk
Makers of *Rallies I and II* plus Eidos' forthcoming *Olympics 2000*



MEDIEVAL 2

SCEE ♦ www.playstation-europe.com
Skeletal Sir Dan returns to do battle with Lord Palethorne across 17 free-roaming levels in this SCEE sequel to the stylish *Medieval*



RUGBY 2000

Electronic Arts ♦ www.es.com
20 real international teams and over 600 players – if it's in the game it's in the game etc. Due for release in March from EA Sports



SAGA FRONTIER 2

Square ♦ www.square.co.jp
An unusually innovative RPG which promises to combine freedom and linearity as you progress through one of the multiple scenarios. Out from SCEE



ONIMUSHA THE DEMON WARRIOR

Capcom ♦ www.capcom.com
Originally planned for PlayStation, Capcom's forthcoming survival horror epic receives a continual facelift as it gears up for PlayStation2 launch



BATTLETANX II: GLOBAL ASSAULT

3DO ♦ www.3do.com
Pit your tank against that of a friend as you pay no attention whatsoever to the surrounding city. Chaos and destruction coming in March



STAR OCEAN THE SECOND STORY

Enix ♦ www.enix.co.jp
An RPG boasting around 80 possible endings. Have *DragonQuesters* Enix gone mad? Find out in the spring when SCEE give it a release



GALERIANS

ASCII ♦ www.ascii.com
Use your telepathic powers to do battle against evil in Neo-Tokyo. Publishers Crave promise three CDs of unforgettable gameplay sometime around April



EHRGEIZ

Square ♦ www.square.co.jp
Ever wondered how the *FFVII* lot would do in a real fight situation? Out in the UK from SCEE, Square-san's free-roaming beat 'em up lets you find out



MARVEL VS CAPCOM

Capcom ♦ www.capcom.com
It's *Street Fighter* versus *Spider-Man* as Capcom churn out yet another 2D fighting game for Virgin in the UK, using their unique ten-year-old formula



SYPHON FILTER 2

989 Studios ♦ www.989studios.com
Confirmed for April in the UK from Sony, expect new weapons and levels but an old face in Gabe Logan. Rumour has it, *SF2* is so big, it'll appear on two discs...

PRODUCT CONTACTS

ACCLAIM www.acclaim.com Moreau House, 112-120 Brompton Road, Knightsbridge, London, SW1 9JH	0171 344 5000
ACTIVISION www.activision.com Genesis House, 133 High Street, Weymouth, Dorset, DT9 7QZ	01895 456 700
BULLFROG www.bullfrog.com The Mink House, Unit 1A, Guildford Business Park, Guildford, Surrey, GU2 5AG	01483 579 399
CODEMASTERS www.codemasters.com Stonehouse, Southam, Warwickshire, CV3 0DL	01926 814 132
CORE DESIGN www.core-design.com 55 Ashbourne Road, Derby, DE22 3FS	01332 297 797
EIDOS INTERACTIVE www.eidos.co.uk Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London, SW19 3RU	0181 636 3000
ELECTRONIC ARTS www.ea.com 90 Heron Drive, Langley, Berks, SL8 8XP	01753 549 442
GROLER groler.co.uk 60 St Aldree, Oxford, OX1 1ST	01865 264 800
GT INTERACTIVE www.gtinteractive.com The Old Grammar School, 248 Marylebone Road, London, NW1 6ET	02082 229 700
INFOGRAMES www.infogrames.com 21 Castle Street, Castlefield, Manchester, M3 4SW	0161 827 8000
INTERPLAY www.interplay.com 74A Charlotte Street, London, W1P 1LR	0171 551 4266
JVC INTERACTIVE www.jvc.com 44 Wellington Street, Covent Garden, London WC2E 7BD	0171 240 3121
KONAMI www.konami.co.uk Julian House, 7-9 The Oaks, Ruslip, Middlesex, HA4 7LP	01895 470 500
MINDSCAPE www.mindscape.com Tilgate Forest Business Park, Elm Park Court, Brighton Road, Crawley, RH11 9YP	01293 651 300
PSYGNOSIS www.psygnosis.com Napier Court, Stephenson Way, Watertree Technical Park, Liverpool, L3 7HD	0151 282 3000
SCEE www.playstation-europe.com PlayStation Centre, PO Box 2047, London, W1A 3QY	0990 998 877
TAKE 2 INTERACTIVE www.take2games.com Knights House, 29-31 Street Street, Windsor, Berks, SL4 1BY	01753 854 444
TEAM 17 www.team17.com Longland House, Wakefield Road, Ossett, West Yorkshire, WF5 9S	01924 267 776
VIRGIN INTERACTIVE www.vie.co.uk 74A Charlotte Street, London, W1P 1LR	0171 551 4222



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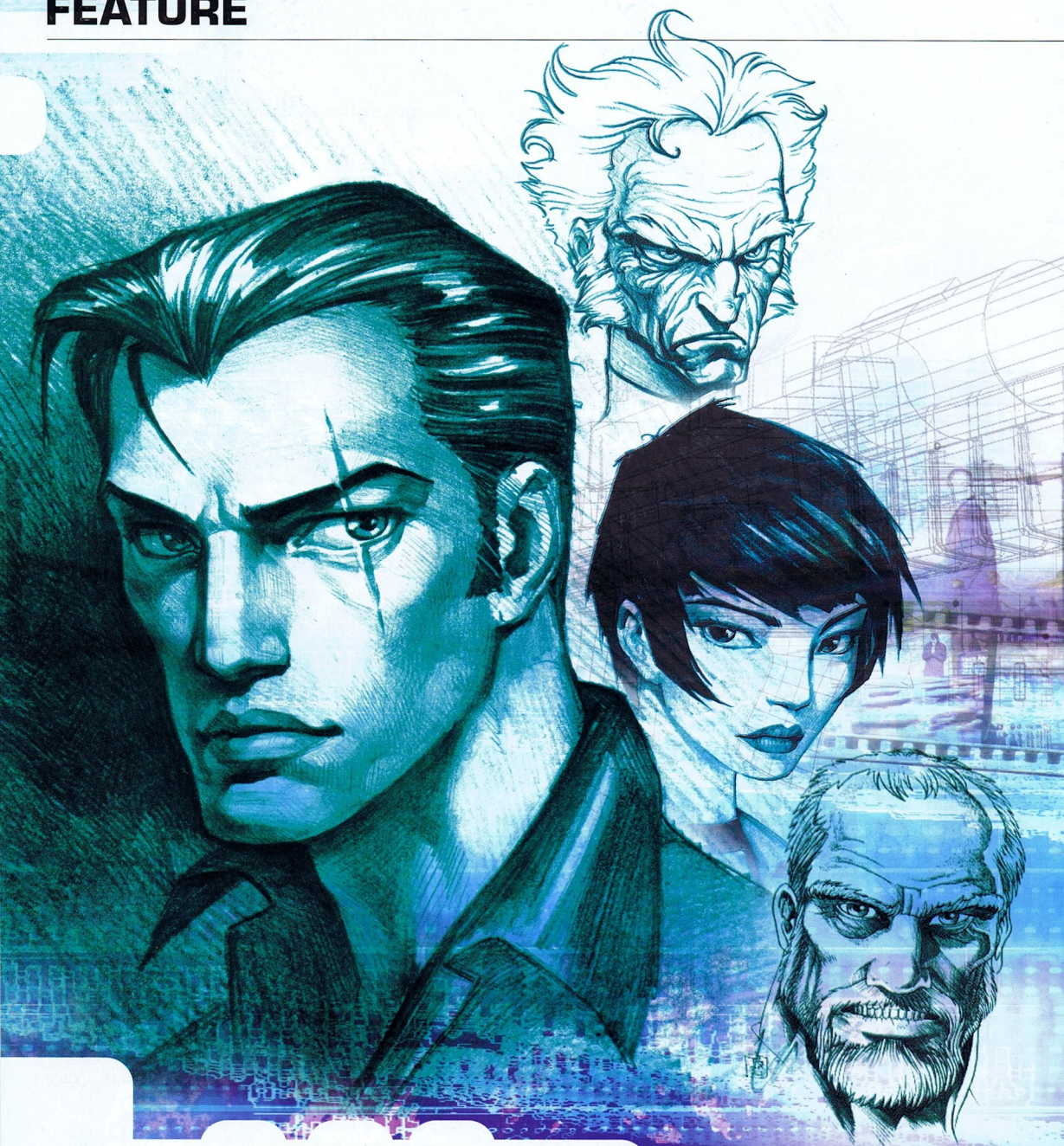
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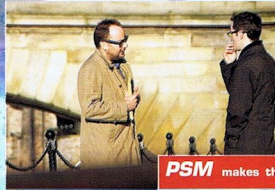
IN COLD BLOOD

FACT ATTACK

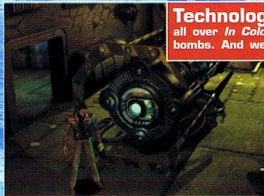
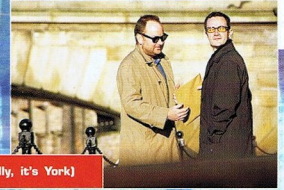
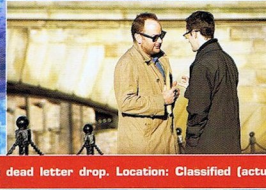
Publisher: SCEE
Developer: Revolution
Release: May
Format: PlayStation1

FORGET PLAYSTATION2. THIS YEAR WILL WITNESS THE LAUNCH OF THE MOST AMBITIOUS PLAYSTATION1 GAME YET. *PSM* BRINGS YOU THE QUIET STORM THAT IS REVOLUTION'S *IN COLD BLOOD*...

Words: **Chris Buxton** Photography: **Martin Burton**



PSM makes the dead letter drop. Location: Classified (actually, it's York)



Technology is splattered all over *In Cold Blood*. Especially bombs. And we like bombs



The *Broken Sword* games cemented Revolution's reputation as one of the few developers capable of creating compelling point 'n' click adventures. Here were two challenging, well-balanced games that looked great and told sophisticated stories. But point 'n' click? That's a bit old hat, isn't it? Brings to mind wheezy old PCs with blocky graphics and beepy sound. Hardly very now, is it? Thankfully, Revolution felt the

THE COLD-BLOODED CAST

CORD

His name's Cord. John Cord. M16 agent and the hero of *In Cold Blood*. At the start of the game, Cord is being tortured. By whom and for what reason, you don't know. But all that torture triggers a flashback to a seemingly routine mission in the newly independent Russian republic of Volgia...



KOSTOV

"Imagine Brian Blessed as a Russian freedom fighter," is the way Charles Cecil likes to introduce Cord's contact in Volgia – the bear-like Gregor Kostov of the VFF (Volgian Freedom Fighters). So, he'll be the one picking bits of the scenery from his teeth at regular intervals then.



NAGAROV

Anyone described as 'the sort of character Peter Cushing played' has to be a belter and fittingly Dmitri Nagarov, the ruthless dictator who has seized power in Volgia, is the arch-villain of the piece. He tortures Cord at the start and he's also known to use a double for public appearances.



CHI

A canny Chinese agent, Chi-King Cheung mistrusts Cord even more than the Americans. Cord first runs into Chi during the opening mission of *In Cold Blood*. In later missions, she's taken hostage by the Volgians and you may even end up having to trust her. But how far?

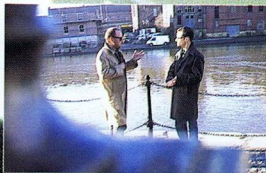


same way when they started designing what would become *In Cold Blood* – an espionage thriller that aims to mix action and adventure gameplay with the story and production values of a Hollywood blockbuster.

"We wanted to get away from point 'n' click," states Revolution MD and *In Cold Blood* executive

"We wanted to keep the obstacles woven into the plot, as we did in the *Broken Swords...*"

– Charles Cecil



Our man collates secret information. Helped along by Super Grass Cecil

producer Charles Cecil. "We decided that it was too passé as a gameplay mechanism. What we've produced is an action-based game that's primarily about stealth but also about shooting, so it's immediately an exciting environment." Now all that spiel about sneaking and shooting may sound a mite like *Metal Gear Solid* or even the *Resident Evils*, but five minutes with this game and it's clear that Revolution are more intent on creating the next benchmark for story-based gaming than attempting to outdo Konami's classic.

Like the *Broken Sword* games before it, *In Cold Blood* wants to spin a cracking yarn, in this case a tale of espionage and betrayal set in the Near Future. China and the US are on the brink of war over Taiwan, and the newly independent state of Volgia (somewhere in present day Russia), rich in the rare resource of blue nepheline, is under the iron grip of the dictator Dmitri Nagarov.

Blue nepheline exists in real life and it's believed to offer the key to superconductivity at room temperature. In

the game, this lets the Volgians create highly-advanced computers and weapons technology and gives Nagarov considerable strategic clout with the Chinese and the Americans.

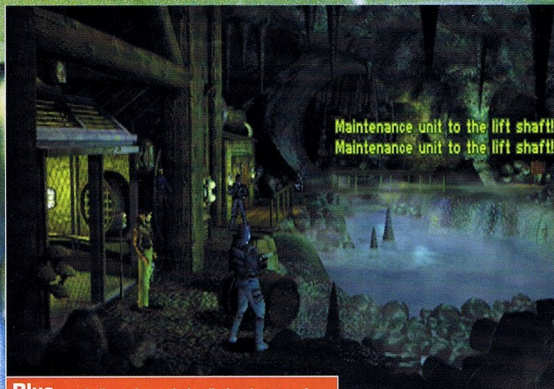
Not that you know any of this because *In Cold Blood* starts rather confusingly. And deliberately so. The opening sequence has your character – M16 agent John Cord – being tortured by Nagarov, with memories flashing through his head and on your screen. Cord has cracked up and can't remember how or why he got there. But as he's tortured he starts to recall fragments of his past and, as his mind replays events, so

the player gets to play through these episodes in the game. In fact, you'll have played through two-thirds of the game before you arrive at the point where Cord is being tortured. The last third resolves the story.

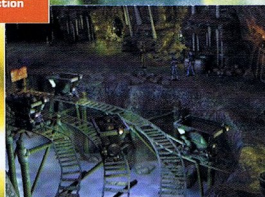
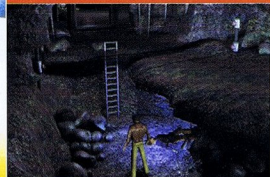
OK, so that may seem like nothing more than an elaborate



In Cold Blood



Blue nepheline mines of the fictional state of Volgia provide the backdrop to the stealth action

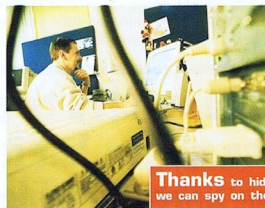


backstory to get you playing the missions, but that's rather like saying *Gran Turismo 2* is nothing more than a fancy driving game. Charles Cecil takes his stories seriously, analysing classical screenwriting techniques and story structures and applying them to Revolution's games. He enthuses that *In Cold Blood's* fractured plot line is, "A very exciting way of telling a story for us as games writers, because you can actually have the inciting incident at the start and it creates anticipation about what's going to happen. But since you don't know why it's happening we hopefully maintain the excitement and the tension." But, as Cecil explains, for Revolution, the story is never just an excuse for the game – the two have to be inextricably linked.

"When we came to planning *In Cold Blood*," he says, "we decided

that we wanted to keep the obstacles logically woven into the plot, as we did in the *Broken Swords*, rather than put in silly puzzles. Although," he adds, "it is very tempting to come up with silly puzzles as they're so much easier to think of."

Cecil cites such puzzles as one of the reasons for the decline of the point 'n' click and it's hard to disagree with him. "People



Thanks to hidden camera technology we can spy on the project's technicians



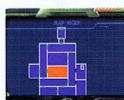
PAY ATTENTION NOW, 007

No self-respecting spy thriller would be complete without a selection of Q-style gadgets. The one you'll use most *In Cold Blood* is the Remora, a chunky '70s digital watch...



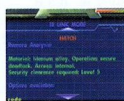
REMORA DATABASE

The Remora's database function keeps you informed of what's what and who's who. It provides information on your mission status and background on what Cord and M16 know about *In Cold Blood's* characters, objects and locations.



REMORA MAP

The map facility helps you navigate during a mission, while the Remora's scanner comes in handy for tracking the patrolling guards and robots. Once you know where they are, you can decide whether to avoid them or just steam in.



REMORA IR LINK

The Remora also sports an infra-red link enabling you to interface with other computers. Walk close to one and establish a link, which enables you to hack into the Volgian computer network, operate key bits of kit and obtain info.



understood the grammar of them so well," he expands, "that they could immediately see the solutions to the puzzles. So developers tried to stop them by making the puzzles illogical."

In Cold Blood's story is split into nine missions. Both the sweep of the

GOT A LIGHT?

Want to know how *In Cold Blood* will play? Here's the opening scene of a mission to give you a clue.



After using a rope launcher to get on to a giant Volgian land train, Cord finds himself stuck in an inspection area. To get out, he needs to put his one and only limpet mine on that door in the middle of the screen and stand well back.



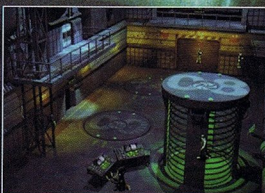
Still in the bowels of the land train, Cord has made it to the noisy engine room. There seems to be only one way to go, down the left-hand side of the engine. However, the service lift at the end isn't there and there doesn't seem to be any way to activate it. Or is there?



As Cord walks down towards the lift, his attention is caught (i.e. his head turns) by a smoke detector. Now wasn't there a lighter in his inventory? So, flick the Zippo under the detector...



...and the alarm will go off, summoning a technician, who's a little surprised to meet a member of the British Secret Service. Still, he has brought the lift down, so all Cord has to do is shoot or knock him out. But there may be guards up above and a gun shot could alert them. Oh, decisions, decisions...



Dark atmosphere hangs over much of the game. **Suspense?** By the bucketload

► story and the scale of the game are vast, taking in some 400 cameras in around 300 different locations. As this suggests, when Cord walks from location to location, the game often 'cuts' to a closer view of an area he's in, or to something he's looking at. It's a familiar technique, used from *Alone In The Dark* through to the *Resident Evils* but *Revolution* are confident their story-led approach offers something unique.

Revolution aren't afraid to take their inspiration from anywhere they find it. If an object in a room is usable, then Cord will turn his head and look at it as he walks near. "We didn't want to highlight objects because we felt that was a bit crude," explains Cecil. Just like *Grim Fandango* on the PC, offers *PSM*. "Absolutely," admits Cecil. "We're not ashamed to take a good idea from somebody else."

With the more ponderous and detached point 'n' click interface gone, the real-time action can be a lot more urgent than *Revolution's* previous adventures. "We wanted to put more pressure on the player," explains Cecil, "but at the same time it's not meant to be unreasonable pressure." So, in most locations, you won't be forced into a gunfight straight away but will have the time



TALKIN' 'BOUT A REVOLUTION...

PSM: *In Cold Blood* clearly aspires to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?

Charles Cecil: What we tried to avoid was James Bond, because it's very easy to fall into all the Bond clichés. The structure of *The Usual Suspects* and action films like *Heat* were greater influences. It's a little pretentious to say we wanted it to be like those films, but we wanted to look at the intensity of them. It's a question of combining action with a strong story.

But isn't the nature of gameplay which is about doing things, at odds with storytelling which is about being told things?

My feeling about films is that if we try and write films as games then we'll create more disasters like the interactive movie. If we look at films and try to work out how best to apply what we can learn to interactive entertainment then we start driving things forward. Films are all about frustrating the characters in their efforts. In a game, it's very similar. We're frustrating the player. Provided the obstacles are legitimate and fun...

How do you see plot-based games developing in the future?

Too many people in this industry are just producing a game that's slightly better than the last one. If there is a quantum leap to be made – and I'm not saying there definitely is – then it is by studying what gameplay is about and what people want and how to come at it from a different angle.

But surely these changes are partly dictated by the technology?

Absolutely. And certainly with PlayStation2 we face a huge creative challenge. We're very excited by PlayStation2 and we're very honoured that we're one of the few developers who've been granted a licence. We've got to extend the theory to apply it to the new technology because the opportunities made available by PlayStation2 blow everything else away. We were actually approached by the PlayStation2 division of Sony. Their remit from Japan is to create games with emotion and they identified us as people who took this whole area seriously so I'm really looking forward to seeing what can and can't be done.

"We wanted to put pressure on the player, but it's not meant to be unreasonable pressure" – cc

"I like games where you can actually progress fairly quickly..." - cc

CHARLES' REVOLVING RESUME

Revolution was set up by Charles Cecil, Tony Warriner and David Sykes. Cecil first cut his teeth coding adventure games for the ZX81, Spectrum and Amstrad computers. Revolution have championed the story-led adventure, producing acclaimed point 'n' click adventures.



1992 LURE OF THE TEMPTRESS

Revolution's first game topped the charts for the ST, PC and Amiga with a compelling sword 'n' sorcery tale which featured the incredible innovative (at the time) of a real-time game world.



1994 BENEATH A STEEL SKY

A second number one on Amiga, ST and PC. BASS - as it was universally known - was a sci-fi game distinguished by the graphic talents of 2000AD/Watchmen artist Dave Gibbons.



1996 BROKEN SWORD

Revolution's first PlayStation title used Disney-trained animators and a classical score by Barrington Pheloung to augment a modern-day mystery about the Knights Templar. It scored 9/10 in PSM11.



1997 BROKEN SWORD II

George and Nico from Broken Sword swap Paris and the Templars for South America, an ancient Mayan prophecy and a dodgy drug baron. BSII used the same creative team as its predecessor and scored 9/10 in PSM27.

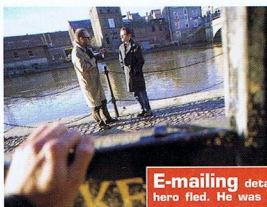
to work out what's going on first.

A stealthy approach is vital, however - you're a spy, not a soldier, after all. Shooting the Volgian guards that patrol the locations may help you out in the short term but your gunshots will alert other guards who'll hunt you down. How *In Cold Blood* will trade off stealth and shooting is still under wraps as Revolution balance the game prior to its May release. Whatever the result, the game, and the story, should move at quite a pace.

"I like games where you can actually progress fairly quickly," says Cecil, "so we give people large areas to explore. And we'll never force the character to go needlessly all the way to the beginning of a section,

we always want to give the player that sense of progress."

So, *In Cold Blood* is a sneak 'em up, an action game and an adventure, while simultaneously packing the visuals and storyline of a top Hollywood blockbuster. That's a bit ambitious, isn't it? "It sounds



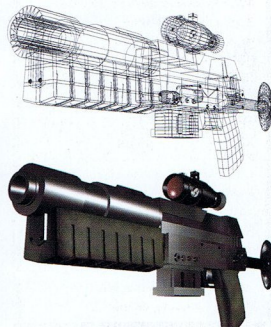
E-mailing details back to PSM, our hero fled. He was never seen again...




This is much more like it. A dirty great big bomb to spice the action up a bit

complicated but, as in a good story, it's actually very simple," claims Cecil. "But hopefully, the player will only realise this at the climax and go, 'So that's what it is!'"

Revolution may have set their sights high but - judging from the quality of the early code - *In Cold Blood* shows every sign of pushing what used to be called the adventure into brave, new, exciting and cinematic territory. Book your tickets now. ■





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PREVIEWS

FEB 2000

PlayStation Magazine

MOST WANTED

THE FUTURE GAMES PSM IS DESPERATE TO GET ITS GRUBBY LITTLE JOYPADS ON

- 1. MICRO MANIACS**
Codemasters
The Multi Tap's ready, the chairs are in position and the fights have already started
- 2. DRIVER 2**
GT Interactive
The drive to work each morning just doesn't cut it as far as car chases are concerned
- 3. BIOHAZARD: GUN SURVIVOR**
Eidos (well, hopefully)
It's Resident Evil with a G-Con and PSM has an itchy trigger finger. Leave it
- 4. SPEEDBALL 2100**
Empire Interactive
PSM can't wait to go back to the future with those cheeky Bitmap Brothers
- 5. PLANET OF THE APES**
Fox Interactive
A game that's been waiting to happen for over 20 years. You idiots etc...

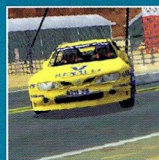
A.W.O.L.

...OR "WHERE THE HELL HAS THAT GAME GONE?" PSM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION

Prince Naseem Boxing

Codemasters

Due to hit the shelves almost a year ago, Codemasters' cocky pugilist still doesn't have a definite release date. Latest news? Rejigged preview code is on its way and Nas will be replaced by Mike Tyson for the US version, both tentatively pencilled in for an April release.



Rally Masters 052

Infogrames invite you to join them in the dirt anew

Beatmania 054

You too can spin like Mixmaster Mike, thanks to Konami-san



Theme Park World 056

Nauseating sim game – but for all the right reasons...

The Dukes Of Hazzard 057

Fulfil that fantasy of driving Miss Daisy in the General Lee

Rollcage Stage II 059

WipeOut on wheels with sweet, sweet mayhem



Cool Boarders 4 060

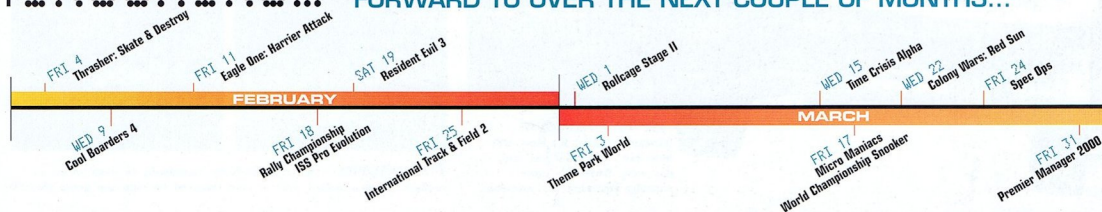
989 Studios take to the slopes where UEP Systems bailed

Guilty Gear 061

A 2D slap 'em up fresh from a successful tour of Japan

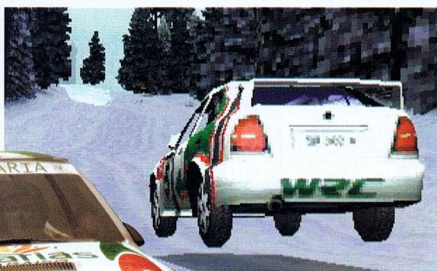
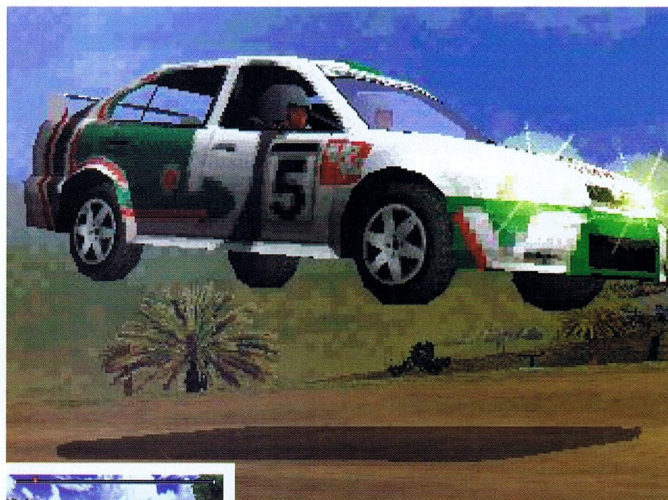
INCOMING...

JUST A FEW OF THE GAMES YOU CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS...



Rally Masters Race Of Champions

AFTER CORNERING THE SAFETY-CONSCIOUS MOTOR AND ATTRACTIVE PINE FURNITURE MARKETS, THE SWEDISH ARE MOVING INTO VIDEOGAMES



Rally Masters'
locations - Italy, England, US,
Indonesia, Gran Canaria and,
naturally, Sweden - offer a
pleasing environmental contrast

Swedish developer's Digital Illusions started life making pinball games. They were rather good at it too, but eventually had to admit that the future of videogames was unlikely to involve a little chrome ball bouncing around a confined environment. But all that experimenting with ball-bearing physics wasn't to go to waste. Racing games - with their emphasis on pinging from one collision to the next - were the natural next step, and lo, *Rally Masters* was born.

The *Rally Masters: Race Of Champions* meet occurs in Gran Canaria after the last round of the World Rally Championship. It's a bonus event that has no effect on the driver's overall World Rally standings, but is a damn good excuse for a sun-drenched junkie to the Canaries.

The race format is little different from the usual wet weekends in Wales that we're used to. In this race, two drivers set off side by side on adjoining tracks that effectively create a dual carriageway. The track crosses over on itself so that, by the end of the run, both vehicles have travelled the same distance without ever meeting each other.

Now it would be reasonable to suggest that an entire game based around one track, is possibly pushing things a bit. But the guys at Digital Illusions aren't known for sitting at those

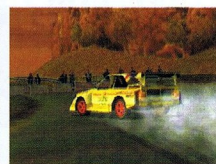
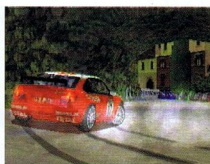
Ikea desks twiddling their thumbs. Realising the disastrous effect a one-track championship could have on the game's lifespan, they've been busy making up new ones and to date 45 tracks spread across six nations should make the final version.

And if that means a lot of work has gone into the track selection, then you should take a look at the range of vehicles on offer. The final count has yet to be decided, but expect all of this year's contenders to undergo a polygonal makeover (Ford

"Using the digital controls is surprisingly intuitive..."

Focus, Peugeot 206, Mitsubishi Evo VI, etc) as well as past rallying classics including the (now banned) Group B cars such as Peugeot's 205 Turbo 16 and the Audi Quattro.

Of course, there's little point having real cars if the handling isn't up to scratch and this is something Digital Illusions have spent many migraine-inducing months perfecting. Pleasingly, the paracetamol bill appears to have been worth it. Playing



The physics model applies force individually to each wheel as realistically as possible. This is then tweaked to keep the game playable

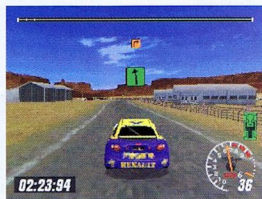
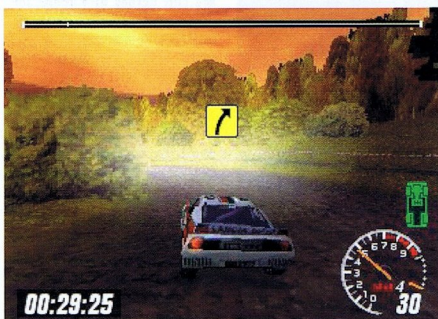


Rally Masters using the digital controls is surprisingly intuitive, with cars responding authentically to your every command, so that after a few laps you're beginning to powerslide around the wider corners with aplomb. The analogue option isn't quite as immediate, feeling too loose for comfort, but hopefully this will be addressed prior to release.

If the handling is realistic, the game's structure has come from the arcade side of the tracks. There are a number of Championships including the usual stage-based stuff, a rally cross option (four cars on track simultaneously), an Arcade Mode (start from the back of the grid and overtake everyone), and, of course, the Race Of Champions. Such a smorgasbord of options should ensure plenty of longevity but just to be sure, you'll also be able to make up your own championships by choosing categories and tracks from the overall selection.

So then, concrete proof, that pinball simulations are the perfect introduction to the world of rallying games...

Mark Donald



The graphical quality is certainly up there with the better PlayStation rally games - technology has always been Digital Illusions' strength



Like all racing games these days (blame *GT* if you must), *Rally Masters'* vehicle selection includes a generous range of real-life rally cars

WATCH OUT FOR...

THAT OH-SO FANTASTIC HANDLING



The most crucial aspect of a rally game has to be the handling. Graphics won't save you (though they always help, of course), if you can't get the car to powerslide around Tarmac, snow and mud just like they do on BBC2. Thankfully, this is *Rally Masters'* forte. Throw your car sideways into a corner with the necessary velocity, apply opposite lock while hitting the accelerator and smile as you power yourself out of trouble (almost) every time - the satisfaction from getting it right can't be underestimated.

PSM OPINION

+ POINTS

- Real yet playable handling
- Decent graphics
- Plenty of longevity

- POINTS

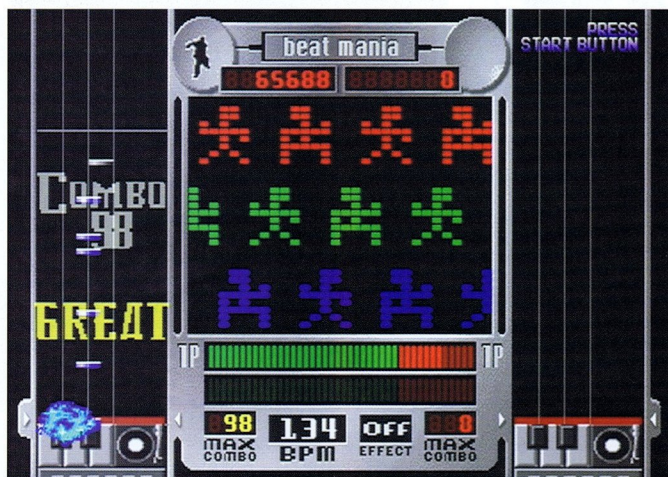
- Fantasy livery on cars
- Analogue handling ropey
- Can it take on Colin?

! ADVANCE WARNING

Currently *Rally Masters* certainly looks the part and handles well to boot. The various modes of play should keep players busy and the option to construct your own championships extends the lifespan possibilities even further

Beatmania

JAPANESE BEMANI WEIRDNESS WITH A EURO TWEAK
FINALLY MAKES IT TO UK SHORES. THE BEAT GOES ON



A very simple principle is *Beatmania*. Step one, select style of music, a spot of light jazz in this case. Step two, frantically bash buttons as they drip down the screen. Step three? That's it



The Japanese are almost slavishly obsessive about Western pop and lap up just about anything from these shores. Even Shampoo are cult heroes over there, for pity's sake. So in an effort to let the kids emulate their idols, Konami set about releasing a host of games that became known as the Bemani series. *Beatmania* was the first of these titles that enabled gamers to pretend they could DJ like Norman, play guitar like Jimi or drum like Keith. Needless to say the crowds loved it and the series went on to become hugely successful in Japan.

The question is can such a distinctly Japanese phenomenon repeat its success in the UK? The odds are long. *Parappa The Rapper*, despite being a great party game, never really took off in this country. However, *Beatmania* has learnt *Parappa's* lesson and is attempting to bridge the cultural divide with this European edition.

Let's just explain how the game works. Small coloured

blocks slide down the screen on a faux musical stave. When the block reaches the bottom, you press the button that corresponds to each note on the stave. One of the notes on the stave, by the way, is a scratching turntable, for that authentic DJ sound. It's a simple idea, which can get extremely frenetic once

"Just a few beats distinguish the house DJ from the pro"

you get going. As the tune kicks off, a flurry of blocks drop down the screen provoking button bashing not seen since the early days of *International Track & Field* and demanding the dexterity of a card shark.

The music on the Japanese version may not include feudal



Video animations running in the background provide endless amusement for the audience - until it's time for them to step into the limelight and have a crack. Then they'll find out how hard it is

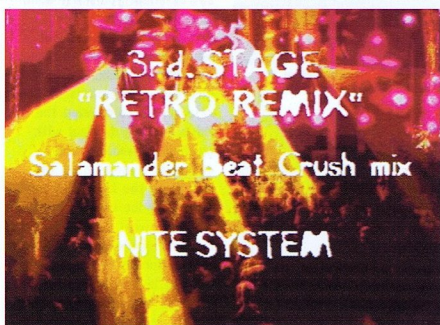
The sounds of Moloko provide the backbeat to the garage level. You'll know it when you hear it



woodwind instruments, but it can still be difficult to acquire a taste for it. Enter Konami UK and their expert club consultants. First, make the game more accessible by drafting in UK hipsters Moloko and Skeewiff to contribute a couple of tracks. Familiarity with the music seems to make the game easier to play and the idea is probably to get used to the controls with the songs you know, and then build up to the less familiar realms of, well, Japanese big beat.

Being a highly-competitive nation, the game includes a Two Player Mode in which you compete with/compliment your mate's DJing skills. Both tracks use different notes, so if one person's really good, but the other is tone deaf, the chances are it's going to have the neighbours calling the noise police. Slipping up on just a few beats distinguishes the house DJ from an international pro, and look out because you're graded at the end of each of the five stages. Embarrassing if you turn out to be an E grade dunce.

Small blocks slipping down a black screen might seem a little



A world of strange Japanese musical styles is at stake in Beatmania. Retro Remix doesn't mean ABBA by the way...

dull graphically, but the developers have livened it up with a video window running all manner of psychedelic weirdness. Teddy Bears doing sit ups that morph into angry Japanese Geisha girls, via a cartoon of Dizzy Gillespie. Most unusual, but it gives your mates something to watch while you're thumping the keys on the pad. Or spinning the plate on the turntable controller. Wickety, wick wick? Can't wait. ■

Dan Mayers

WATCH OUT FOR...

THE SOOTHING SOUNDS OF THE JAZZ LEVEL



Pretty much the last level you'll get to, Mikio Endo's freeform jazz is anything but soothing. Starting off with a relatively simple beat, it descends into a storm of blocks flying down the screen causing a spasmodic bout of button bashing. Then the multiple buttons come into play. Which is when it gets really hard... Being double-jointed helps



OPINION

POINTS

- Great tunes
- Novel idea
- Classic two-player game

POINTS

- Incredibly difficult
- Graphically simple
- Takes hours of practice

ADVANCE WARNING

Yes, *Beatmania's* a novelty. An elaborate version of Simple Simon, but one that effectively exploits the popularity of modern club culture. Mix this up with a bit of *Tekken 3* and it'll make great post-booster entertainment

Theme Park World

ROLL UP! ROLL UP! READY FOR THE RIDE OF YOUR LIFE?
YOU HAVE TO DESIGN AND BUILD IT FIRST...



Move the camera wherever you like thanks to the new 3D engine. Don't forget to keep an eye out for problems such as litter, thugs and broken rides



Subtle mood indicators give you some idea as to whether or not your theme park is pleasing the punters



WATCH OUT FOR...

THE SIDESHOWS, SUB GAMES AND, UM, TORTOISE RACING



Aside from the main game you can access loads of little sub games. Just instruct your ride scientists to research games and they'll invent you something to play. You can divert yourself with the Coconut Shy, Whack-A-Mole and even have a flutter on the dubious Tortoise Racing.

Anyone who played the original *Theme Park* on PlayStation will know exactly what to expect from this sequel. As a theme park entrepreneur you must build and maintain your own version of Disneyland. But building rides is just a small part of your task. You have to hire various members of staff: researchers to develop the rides, security to deal with any trouble makers and cleaners to mop up all the sick from the kids who can't hold their ice cream.

If you want to rake in the cash then you've got to keep your customers happy, right down to building toilets in strategic locations. You can also employ performers to keep the kids interested while they queue to get on the rides. The attractions double-up as mini-games – amusements like Whack-A-Mole and Tortoise Racing are fun distractions from the main game.

In each park there are a number of Golden Tickets to collect. These are awarded when you achieve certain goals, like making a filthy great pile of lucre or herding a dangerously-large number of punters through the turnstiles. Golden Tickets unlock other parks, namely The Lost Kingdom, Halloween World, Space Zone and Wonder Land.

Each one has its own theme; The Lost Kingdom is a Jurassic theme park with rollercoasters that plummet down dinosaurs' backs, while Halloween World features a bouncy castle in the shape of a giant brain. Lovely.

Theme Park World's main attraction though, is the new First-Person Mode, which enables you to walk around your park from a punter's eye view

“The park's attractions double up as amusing mini-games”

and even hop on board the rollercoaster you made earlier.

The odd thing about *Theme Park* is that you can't beat it. There's no end goal, you just keep accumulating cash and tinkering with your parks until you die. Once you've opened up all the different parks, you can switch between them at will, so if you get bored with one project, you can always move on and come back to it later. Which is exactly what we'll be doing when we return with the review next month. ■

Nick Jones

PSM OPINION

+ POINTS

- Hours of gameplay
- Highly strategic
- Great sense of humour

- POINTS

- Can be laborious
- Basic graphics
- Slow and unfocused gameplay

! ADVANCE WARNING

Theme Park World has a lot of depth, but you have to put a lot of work in to get a decent return. It will probably be popular among strategy buffs, but if you prefer action or adventure you had better look elsewhere

Publisher: Ubi Soft
 Developer: SouthPeak Interactive
 Number of players: One to two
 Release date: March

dukes/hazzardous/driving/miss/daisy

PREVIEW

The Dukes Of Hazzard

JUST THE GOOD OLD BOYS. NEVER MEANIN' NO HARM. BEATS
 ALL YOU NEVER SAW. BEEN IN TROUBLE WITH THE LAW. PROBABLY

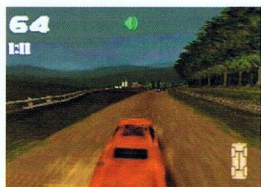
The Dukes form some of the fondest TV memories of childhood, so we'll try not to let the mists of time cloud our vision... But damn it, the chance to drive the General Lee, the Duke Boys' famous orange Dodge Charger, is a small dream come true.

SouthPeak's PlayStation interpretation of the classic show is due out in March and it will be, as you might expect, a driving game. Comically rendered cut-scenes link each sequence together as you adopt the roles of various Duke clan members trying to save Uncle Jessie's farm from the repo

"There are loads of stunts to try..."

man. On the way you'll meet kidnappers, duel on the dusty highways with Sheriff Rosco and even go for a spin in Boss Hogg's big white Cadillac.

DOH is already playing pretty darn well, perfectly capturing the spirit of the show. This is due in no small part to the inclusion of the famous Waylon Jennings theme song over the wicked opening sequence. Further atmosphere is

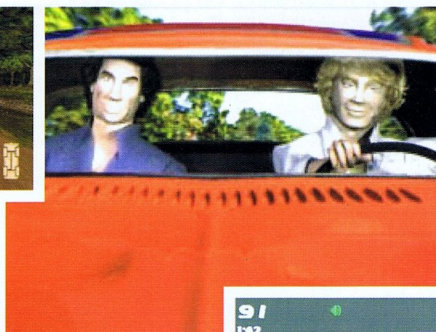


added by members of the original cast who provide the in-game dialogue and Waylon narrates as the story progresses – just like an episode of the TV show. The gameplay also delivers plenty of Duke-ability. There are loads of stunts to try, off-road sections to explore and ramps just waiting to be hit at 120mph.

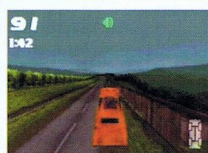
Our only reservation is that the arcade handling is a little heavy-handed at present, so roaming around in the General Lee doesn't feel much like driving a car. Graphically, the environments also lack variety as the entire game takes place in and around Hazzard.

Enthusiasts will rightly wait for the Duke boys to come home with great anticipation. The presentation hits all the right country 'n' western notes (and includes the General Lee's air horn) so if the controls are fine-tuned and the graphics are jazzed up a bit, then we could all be having a hillbilly ball come March. ■

Miles Guttery



Cut scenes between missions make you feel like you're taking part in a typical TV episode rather than just playing a game



Jumping the river sees Rosco taking a nosedive

WATCH OUT FOR...

THE ORANGE, MILITARY-RANKED ONE THEY CALL LEE...



Let's face it everyone watching TV in the late '70s wanted to jump panda cars in the General Lee and now you can. Under any other circumstances, DOH would be just another driving game without the depth of GT or the looks of Ridge Racer Type 4. Chuck in the tangerine dream however, and it's a whole new keg of moonshine. Ladies and gentlemen, we give you the General Lee!

PSM OPINION

POINTS

- Great soundtrack
- Varied objectives
- The General Lee

POINTS

- Linear mission progression
- Basic controls
- Samey graphics

ADVANCE WARNING

So many promising licenses from favourite TV shows aren't given the attention they deserve at development stage because publishers think they'll sell regardless. Make no mistake, Dukes Of Hazzard still needs a lot of polishing

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KINGDOM.....

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△○×□

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THE POWER OF PLAYSTATION



INSOMNIAC
GAMES

Rollcage Stage II

STOCK UP ON THE SICK BAGS – OFF-THE-WALL RACING IS BACK WITH A VENGEANCE

Evelopers ATD have been around for over a decade, working on titles such as

Cybermorph, *Blast Chamber* and *Super Sprint*. But the Liverpool coders are better known as the lateral thinkers behind Psygnosis' *Rollcage*, the head – and stomach – turning racing game voted Most Likely To Make Your Inner Ear Bleed by *PSM*.

Inspired by *WipeOut* (indeed, the game was originally to be titled *WipeOut: Rollcage*), *Rollcage* was one of the most innovative games of 1999.

Karts traversed tunnel ceilings as easily as roads, while on-board weaponry blew scenery on to the track and into the paths of your rivals.

Psygnosis? Psychotic, more like.

Now released by Sony, *Stage II* promises to be even more extreme. Where *Rollcage* had seven power-ups, *Stage II* has 12. What's more, those 12 can be multiplied by an accumulator system. Chain a series of power-ups together and they'll unleash ever greater levels of stunning and devastating effects. *Stage II* also ramps up the range of offensive weaponry, including the machine gun, a countdown blastwave and a repulse ring.

Then there's the new single-player game modes. Scramble, for example, challenges you to



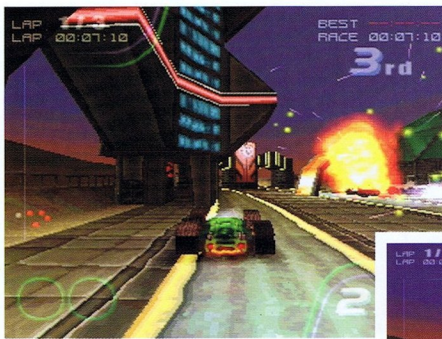
On the speedway
tracks you can attain speeds well in excess of 400mph

race down a short section of drag track as quickly as possible, without falling off the edges into the abyss. Then you must perform an emergency stop in the finishing zone, or overshoot – minus your dignity – into the fathomless pit that waits beyond.

The one remaining question mark over *Stage II* is whether the Replay Mode will offer customisable cameras. It has yet to be implemented but it'd be a shame if ATD didn't give us the opportunity to relish some of the most spectacular crashes the PlayStation has ever seen.

Rollcage Stage II concentrates on providing more of the same, from the tracks and weapons to game modes. In many ways, it's more of an update than a sequel, but what an update. The new modes and weapons all look spot-on and, even if you're still enjoying the original, *Stage II* should make you fall head over heels in love all over again. ■

Steve Brown



City tracks include lavish amounts of destructible scenery, which can be used to block your opponents' path. Target weapons at susceptible structures and leave burning rubble in your wake



In Scramble Mode the tracks are suspended in space. If you don't use your brakes wisely you'll plunge into oblivion



WATCH OUT FOR...

THE ONE-TO-ONE COMBAT



The two-player Combat Mode is undoubtedly *Stage II*'s most handsome feature. Opponents compete deathmatch-style, and the win conditions are customisable so you can decide races by points or time limit. The new range of weapons and shield power-ups really prove their worth in the purpose-built arenas as you fight measure with counter-measure. What's more, thoughtful power-up placement ensures matches are balanced and tense while the arena's compact design keeps you permanently within each other's sights.



OPINION

POINTS

- Huge power-up arsenal
- Intriguing new game modes
- Excellent dance tracks

POINTS

- A tweak not a revolution
- Music can be repetitive
- Disorientating gameplay

ADVANCE WARNING

Stage II is so much more than the original, while retaining the adrenalin-drenched gameplay. There are new tracks, but more importantly there are new Single and Two-Player Modes. The new weapons also mean an improved learning curve

Cool Boarders 4

SNOW JOKE: WILL COOL SNOW SURFING LEAVE YOU FEELING BOARD?
ANSWER: READ THIS PREVIEW AND MAKE YOUR OWN MIND UP



The slopes and scenery are by far the most impressive yet seen in a PlayStation boarding game. Many of the courses have plenty of alternate routes to take as well – just like the real thing



WATCH OUT FOR...

THE CHANCE TO TAKE ON YOUR MATES



Undoubtedly the split-screen, Multiplayer Mode is the highlight. How many other snowboarding games offer the chance to compete head-to-head with your Puffa-jacketed buddies – and with no drop-off in graphical quality?

Because *Cool Boarders* was the first snowboarding game on the PlayStation, the series has always had an advantage over its rivals. Yet, the reality of the three games released so far has yet to live up to its reputation. What's more, the PlayStation isn't exactly gagging for another snowboarding game; in recent months there has been *MTV Snowboarding* and Capcom's *Trick 'N' Snowboarder*.

But *Cool Boarders*' developer, 989 Studios, are determined to make the definitive snowboarding game. They've taken on board the criticisms levelled at the previous installments, and introduced a raft of new features. One of the most obvious changes is that *Cool Boarders 4* uses real-life snowboarders (not that most of us would be able to tell our Chad Otterstroms from our Jimmy Halopoffs) and genuine

board manufacturers. Each boarder is capable of performing hundreds of stupidly-named tricks and special moves, *PSM*'s particular favourite being the stalefish tweak.

The gameplay options offer all you could want from a snowboarding sim, with the usual Downhill, Half Pipe and Big Air Modes, spread over five distinctive mountains. There's

"Shame your friends with gnarly method melons..."

also a simultaneous four-player option, which'll enable you to shame your friends with your gnarly method melons. Each of the 30 courses is packed with detail and conceals a secret event, which is only triggered if you prove your plank prowess. It's an added incentive to practice, until hand plants are as natural as passing wind.

Of course, *CB3* was let down by its control method. Mercifully, 989 promise that – coupled with speeds reaching 30 frames per second – *CB4* will be a doddle to control. Wax your boards now. ■

Paul Rose



Trick opportunities
are plentiful on most courses



+ POINTS

- Heaps of courses
- Course-specific events
- Authentic boards and riders

- POINTS

- The handling needs work
- Unconvincing animation
- Suffers from slow-down

! ADVANCE WARNING

Providing 989 Studios can further refine the handling, *Cool Boarders 4* may finally be the gameplay breakthrough which the series desperately needs. It's undoubtedly pretty, but sublime lighting alone does not make a good game

Guilty Gear

Publisher: Studio 3
Developer: ARC System Works
Number of players: One to two
Release date: March

This 2D title wouldn't have looked out of place five years ago. But, despite the release of fighters like *Tekken 3*, there's still a sizeable tribe of gamers who prefer their beat 'em ups to stay on a single plane. At least Studio 3 and ARC seem to think so.

Given that *Guilty Gear* is arriving on the PlayStation some years after most of its direct competition, you'd expect it to look and play at least as well as *Street Fighter Alpha*. Not so, unfortunately – at

least not at this stage. The graphics and animation look very dated, and when the gameplay gets going there's nothing you can really do except hammer the buttons and hope for a miracle.

Perhaps the most frustrating aspect is the Ichigeki Hissatsu moves which take absolutely ages to power up but when activated instantly kill your opponent. Can you begin to imagine a more frustrating way to lose a fight – especially when against the computer? It's not an especially rewarding way to win a fight either, unless you have a fetish for over-the-top cartoony visuals.

All in all, one for die hard *Street Fighter* fanatics and manga maniacs only. Look out for the full review of *Guilty Gear* next issue. ■

Justin Calvert



The 2D fighter that time forgot. Even worse, *Guilty Gear* doesn't even look like it could hold its own against *Street Fighter*



Flashy special moves provide a distraction from the poor fighter animations


Guillemot

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www.guillemot.com

Midget Gems!

Words: Paul Rose Photography: Rick Buettner

NOTE: HIDDEN IN THE DUSTY RECESSES OF MANY A PLAYSTATION TITLE LURK SOME CLASSIC MINI-GAMES, OFTEN BETTER THAN THE PARENT GAME. THINK OF THEM AS HIDDEN TREATS. OR COOKIES. OR MIDGET GEMS. OR SWEET TREATS. OR...

ANOTHER NOTE: THIS IS WHY WE ENDED UP USING HALF A BAG OF ALLSORTS TO ILLUSTRATE THIS SELECTION (BOX) OF THE BEST MINI-GAMES EVER. ALLSORTS. GEDDIT? NO? SUIT YOURSELF...
(PART TWO OF THIS INTRO CAN BE FOUND IN THE MARCH ISSUE. COLLECT THE SET!)

No one quite knows when the practice of putting mini-games inside bigger ones began, but it's a staple of many PlayStation titles. Strangely, many of today's mini-games wowed the gamers of yesteryear and were considered to be state-of-the-art. So, in the future, we can all expect to be playing PS2 games hiding amusing little diversions like *Gran Turismo 2*. But, until then, *PSM* offers you our guide to our favourite mini-games, with a rough guide to just how much each midget gem is worth. Bargain!

WHAT'S IT WORTH?

£9.99



Game: Ridge Racer
Developer: Namco
Mini-game: Galaxians
How you get it: Galaxians plays as Ridge Racer loads.

Sweet! The first PlayStation game many people played was, ironically, an arcade game from the mid-1980s. Though *Galaxians* fades away as *Ridge Racer* loads up – much to the chagrin of some people – subsequent installments of *Ridge Racer* have enabled you to play *Galaxians* (or its sequels) for as long you damn well please. Undoubtedly the warm reception this mini-game received, inspired Namco to hawk around its retro Museum series.



Game: Asteroids

Developer: Activision
Mini-game: Asteroids (arcade version)

How you get it: Keep an eye out for a shimmering, twisty-turny thing floating through space. If you see it, shoot it. Sweet! The original arcade edition of *Asteroids*, replete with shimmering, fit-inducing vector graphics, ominous, fuzzy, throbbing sounds, and heaps of floating rocks will appear. You'll be amazed how small your ship is compared to the close-up intensity of the newer version. There's a good reason why Activision chose to update this vintage arcade game, and that's because it was great. See Activision's *Space Invaders* and *Pitfall 3D* for similar originals-in-new-game-clothing-type larks.



WHAT'S IT WORTH?

£30.78



Game: Tekken 3

Developer: Namco

Mini-game: *Beach Volleyball*

How you get it: Beat Arcade Mode with all the characters. Sweet! Considering the generally po-faced nature of the Tekken series (bloke called King with tiger's head aside), it's good to see that Namco know how to have a laugh with their fighters. This bizarre version of beach volleyball sees you controlling the primary Tekken characters, as they attempt to keep a beach ball from hitting the floor, using their martial arts moves. Stupid funny.

WHAT'S IT WORTH?

£7.97



WHAT'S IT WORTH?

£22.32



Game: FIFA Road To World Cup '98

Developer: Electronic Arts

Mini-game: A bunch of classic World Cup matches

How you get it: Change player names to Zico or Hurst. Sweet! Superb idea. You get to play in a whole bunch of retro World Cup finals, including our supreme thrashing of our German cousins at Normandy in 1944. Sorry - Wembley 1966. A particularly nice touch, is that the older games are played in black and white. Just like they really were. Maybe.

WHAT'S IT WORTH?

£29.19



Game: Zero Divide

Developer: Infogrames

Mini-game: *Phalanx*

How you get it: Using the second controller, hold down start and select while the game powers-up. Sweet! You can't argue with three levels of the classic arcade and SNES shoot 'em up *Phalanx*. The side-scrolling blast-a-thon even has its own set of cheats and hidden features. A fine retro-gaming fest if ever we saw one, with some superb graphics, and neurotically-addictive gameplay.

WHAT'S IT WORTH?

£14.37



Game: Rival Schools

Developer: Capcom

Mini-game: *Home Run Derby* and *Smash Head Soccer*

How you get it: Play through Evolution Mode to unlock both mini-games. Sweet! First you get a cartoon baseball game, then a bizarre game in which you kick footballs at bonkers cartoon heads. Neither bear any relation to the beat 'em up antics of the parent game. Who cares?

MINI-ME

FORGET THE MINI-GAMES WHICH ARE: WHAT ABOUT THE MINI-GAMES WHICH AREN'T? PSM CHOOSES THE MINI-GAMES WHICH HAVE YET TO - AND PROBABLY NEVER WILL - BE MADE...

01

Star Wars Episode I: The Phantom Menace

Mini-game: *Whack-A-Gungan*

Jar-Jar Binks repeatedly sticks his stupid, racially-stereotyped alien head up and down through craters in a meteorite. Using your lightsabre, you must attempt to strike him over the head until he bleeds from the knees and promises never to appear in another *Star Wars* film ever.

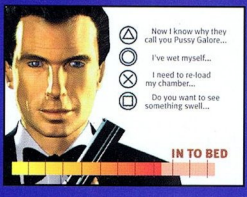


02

Tomorrow Never Dies

Mini-game: *Bond's Double Entendre Challenge*

Similar to *Parappa The Rapper* in that, as 007, you must select sexually suggestive phrases from an on-screen menu, in an attempt to woo a foreign agent into bed. Phrases with a high chance of success include, 'Now I know why they call you Pussy Galore' and 'I need to reload my chamber'. Those with a low chance include, 'I've wet myself' and 'Do you want to see something swell?'




MINI-ME CONTD

03

Metal Gear Solid

Mini-game: *Solid Snake*

By repeatedly hitting the  button, Snake will light up a cigarette and puff away. The aim is to see how many fags you can manage to get down his neck before his lungs pack in and he falls to the floor in a crumpled, stinking mess.

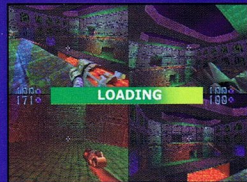


04

Quake II

Mini-game: *Quake II: wArZ RuleZ!!!! Edition*

A simulation of what it's really like for PC owners to play *Quake II* over the Internet. This game is exactly like PlayStation *Quake II*, except it constantly pauses and unpauses at random, can only be set-up if you understand Pascal programming, and crashes every two minutes.







Game: Tekken

Developer: Namco

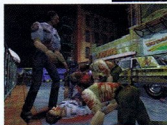
Mini-game: *Galaga*

How you get it: Namco in retro mode! See below

Sweet! Goggle at the gaggle of UFOs that stream down the loading screen. Then zap 'em out of the sky. If that were all, *Galaga* would be just another 20 second distraction, but this time it gets serious. Hit  when you see the number of hits logo pop up and you'll skip through the levels like a real fog fighter. Then try hitting , , and  on controller two while the games loading for multiplayer madness.

WHAT'S IT WORTH?

£16.66



WHAT'S IT WORTH?

£7.23



Game: Resident Evil 2

Developer: Capcom

Mini-game: *The Fourth Survivor*

How you get it: Finish the game in under two and a half hours, saving only once. Eek. Sweet! This mini-mode is only for those with the brassiest of balls. When, or rather if, you get your hands on the gatling gun, you'll unlock this rock-hard survivor game, in which you have to lead a SWAT team member from the sewers to the roof of the police station. Without getting killed.

WHAT'S IT WORTH?

£17.42



Game: Pac-Man World

Developer: Namco

Mini-game: *Pac-Man* (arcade original)

How you get it: Select it from the options menu.

Sweet! It's generally held that Pac-Man says, "Wakka wakka wakka." In reality the noise is closer to "Wowooh wowooh wowooh." Play this pixel-perfect recreation of the 1982 arcade game, and decide for yourself. Eat the dots, swallow the power-pills, consume the ghosts. Eat the dots, swallow the power-pills, consume the ghosts. Repeat until dead.



WHAT'S IT WORTH?

£3.33



Game: Spyro 2: Gateway To Glimmer

Developer: Insomniac Games

Mini-game: Dragon ice hockey

How you get it: See below

Sweet! Once you've killed the Yeti in the Colossus level dead, pop into his room and jump out of the right hand window. Hop up the steps to the left and you'll reach a monk at the top who'll invite you in for a two minute dash round the ice rink. A nice touch to a game already crammed with gameplay.

WHAT'S IT WORTH?

£34.99



Game: Final Fantasy VII

Developer: Squaresoft

Mini-game: There are dozens of them.

How you get them: Go to the Golden Saucer in Wonder Square. You'll find a whole bunch of them there.

Sweet! Arm wrestling, *Chocobo Racing*, a funny claw-grabbing thing, basketball, snowboarding, bike racing, and submarine shooting... There are probably more mini-games tucked away between *FFVII*'s fleshy folds than in all the games released in the past year. Admittedly, some of them are integral to the game itself, but others are sweetly casual distractions that you can play as much as you want. It's the variety and diversity of *FFVII*'s mini-games which make Square's RPG such a masterpiece.

MINI-ME CONT'D

05

FIFA 2000

Mini-game: *Streak!*

You take control of a male or female streaker, and must remain on the pitch for as long as possible. First the players, then the referee, then the police, and ultimately the crowd, give chase, to the accompaniment of that funny Benny Hill music.

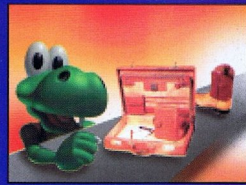


06

Croc 2

Mini-game: *Conveyor Belt Croc*

As Croc, you're strapped into a dentist's chair – your eyes held open with gaffa tape – and forced to watch as a conveyor belt passes before you, displaying a selection of fine wares – shoes, hats, handbags, belts etc – stitched together from genuine crocodile skin. How many items will you remember at the end of the round?



WHATEVER HAPPENED TO THE POKETSTATION?

Sony were scheduled to release the PocketStation – the ultimate mini-gamer's accessory – earlier this year. Unfortunately, the peripheral has only been released in Japan. For the uninitiated, the PocketStation is a cross between a Memory Card and a Tamagotchi, vaguely resembling a diddy Game Boy. It has an LCD screen, a teeny joystick, and a couple of buttons.

As well as being able to save games, the PocketStation can play portable versions of games compatible with its bigger brother. For instance, in one American football game, you can use it to train players for use on your PlayStation, while travelling to school. Sadly, Sony

decided not to develop the project and the idea has since been nicked by Sega.

A worldwide release now canned, breaking news has it that Sony is to produce a iLink-equipped PDA that's compatible with PlayStation2, TV, DVD, hard drives and more. Sega 1 Sony 2...



Sony's hand-held peripheral could have taken mini-games to a new level. But it was not to be...





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tab colour code

DRIVING GAME

ADVENTURE GAME
 BEAT 'EM UP

SHOOT 'EM UP
 RPG

SPORTS GAME
 STRATEGY GAME

TOP SECRET

THIS MONTH, HUGE GAME GUIDES TO *QUAKE II* AND *GTA 2*, YOUR QUESTIONS ANSWERED IN *DO IT YOURSELF* PLUS THE BEST OF POWERLINE. SORTED!

WELCOME..



This was the month that saw *Final Fantasy VIII* completed. Thank God. All the Guardian Forces in the proverbial bag, that evil witch cast out at last, and a veritable army of Chocobo's trained up and ready for action. What's that you say? *Final Fantasy IX*? Nurse, the screens etc...

Dan Mayers



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OFFICIAL SOLUTION!

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TIP OF THE MONTH

Having trouble bumping up your SeeD ranking in *FFVIII*? Try taking the exams using this crib sheet to get your grubby mitts on a load of extra cash...

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
L1	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
L2	Yes	No	Yes	Yes	Yes	No	Yes	Yes	No	No
L3	No	No	Yes	No	Yes	Yes	Yes	No	Yes	No
L4	No	Yes	Yes	Yes	No	No	Yes	Yes	No	No
L5	No	No	No	Yes	Yes	No	No	Yes	Yes	Yes
L6	Yes	No	Yes	Yes	No	No	Yes	No	Yes	Yes
L7	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	No
L8	No	Yes	No	No	Yes	Yes	No	No	Yes	No
L9	No	Yes	No	No	No	No	No	No	Yes	Yes
L10	Yes	No	No	No	No	No	No	No	Yes	No
L11	Yes	Yes	No	Yes	Yes	No	Yes	No	Yes	No
L12	No	Yes	No	No	Yes	No	Yes	No	Yes	No
L13	Yes	No	No	No	Yes	No	No	No	No	No



Do It Yourself

STUCK SPYING IN SAIGON? SURPRISED BY THE SS? LEFT SOBBING BY SNAKE SOLID? SEND YOUR REQUESTS IN TO DO IT YOURSELF AT PSM AND WE'LL GIVE YOU A HAND

REQUESTED BY RICHARD SYMONDS, FAREHAM

HOW TO... BLAST BARRELS WITH BOND

TOMORROW NEVER DIES

There is no need to expose Mr Bond to risk when it comes to defeating the fictitious media mogul Carver and his private army. There is a trick that ensures 007's tuxedo remains free from stains, while ensuring that the world remains safe. As the Sergeant in *Full Metal Jacket* endlessly informs Private Pile, to be a marine your rifle has to become your wife, your lover and your best friend. The troops in *Tomorrow Never Dies*, having taken this advice on board, have similarly bonded with their weapons – so much so that a shot to the rifle is as fatal as a shot to the heart. Don't ask.

So before you blunder round a corner into a gang of armed opponents, pause and activate the targeting system. Often the soldier's gun will protrude ahead of the rest of his body. If it doesn't, sidestep a little closer until the barrel becomes visible, but be sure to keep enough distance between you so as not to attract their



attention. Utilise the silenced PPK as even if the shot misses, the target will be unaware of your attempt to terminate them. Once you've placed their gun in the centre of the crosshair and exercised your license to kill, three rapid rounds into the exposed weapon will do the job. ■



TOP TIPS

INTERNATIONAL TRACK AND FIELD

Bikinis in freestyle swimming? Highlight 100m freestyle and press ↑, ↓, ←, →, ⊕, ⊗.

Hidden gauges: Choose from the title screen and enter any event. Pause the game. Hold the four shoulder buttons and ⊕ ⊗ ⊙ ⊙.

Keep these buttons held and repeatedly hit ↑ or ↓ to move the gauges.

Space shuttle: Clear 4.5m in the Pole Vault and a first attempt and raise the bar to 5.0m. Clear that and you'll see the space shuttle fly by.

T-Rex: Get a distance aside up of the same digits in the shotgun, 22.22 or 33.33, and a T-Rex will appear in the audience.

Birds: In the discus get a distance where the metres and centimetres match, like 34.34 or 56.56, and a flock of birds will fly overhead. Hole: Match up the last three digits of your triple jump, like 12.22 or 20.00, and a mole will appear at the jump off point.

FA MANAGER

For £100 million bank balance: Change the default name at the manager name screen to I LIKE MONKEYS. To get all the player ratings up to the top level: Change default manager name to RATE GOOD TEAM.

REQUESTED BY PETE MILLS, DORCHESTER

HOW TO... PERFORM SUPER SHARP SLIDES

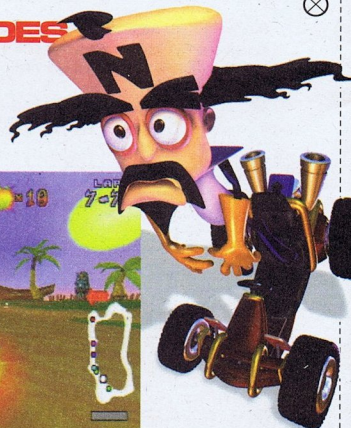
CRASH TEAM RACING

Crash and his karts can prove so tricky to handle as the bowling balls start flying, that any advantage you manage to gain can make the difference between first and last place. Thankfully, there are a number of ways to gain extra turbos, without the need for fancy icons and power-ups.

When powersliding try this little trick to help race you up the leader board. Hold ⊕ to slide as normal and keep an eye out for the exact moment that the smoke turns black. Hit ⊕ and a small turbo will fire. Try to repeat this task three times and a much longer blast of acceleration will kick in, sending you speeding towards the finish line.

For turbo starts try hitting the accelerator at the precise point between the illumination of the third and fourth lights. If your timing is accurate enough you will leap forwards immediately into the lead. Turbo jumps can be performed by hitting ⊕

at the top of any ramp. When your kart hits the floor a burst of power will result that will last exactly the same length as the time you spent in the air. ■



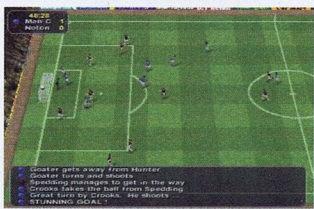
REQUESTED BY JOHN STYLES, ASHFORD

HOW TO... SCRAP FOR SURVIVAL

LMA MANAGER

Those who decide to take control of First and Second Division clubs will find that take can be tough. The constant spectre of relegation and the lack of cash to replace your poor players will hamper your every move. One way to break the cycle is to use the loan system. Taking a player on loan is always a risky, mostly unknown quantities who haven't played first team football for their teams and so can't be judged on their form. But there are a few names that always seem to be able to turn in season-altering performances. The raw talents of Joe Cole of West Ham and Stephen Gerrard of Liverpool are two who never seem to fail, while the former international Ally McCoist is able to score regularly in the First Division.

Try and select loan signings using the same criteria as you would to buy a player, but be aware that if a player sustains an injury or is unable to cut it, terminate the loan as soon as possible as most loan signings take a substantial slice of wages. ■



TOP TIPS

TRIPLE PLAY 2000

Automatic home run! Hold **△** + **□** + **△** + **□** and press **△**, **□**, **△**, **□**. Automatic strikeout! Hold **△** + **□** + **△** + **□** and hit **↑**, **↓**, **△**, **□**. Camera control! When playing hold all four shoulder buttons and key in **←**, **↑**, **↓**, **→**, **←**. To operate the camera use **△** + arrows to move the camera. **△** zooms out, **□** zooms in, **△** gives a high view, **□** gives a low one. Play as EA's dream team! When in the exhibition match team selection screen press **←**, **→**, **←**, **→**, **←**, **→**, **←**, **→**.

COLIN MCRAE RALLY

Enter these names for strange new things. Passover! Adds fog to the stages. Buttons! Power accelerator. Heliumick! Co-driver speaks with a squeaky voice. Directorcut! Play about with the replay. Kitcan! Gives you a turbo boost. Press **△** when the green bar's full. Moreooph! Double engine power. Forklift! Rear wheel steer. Trolley! Gives you car four-wheel steering. Blamange! Green jelly car. Nightvinder! Night driving.

REQUESTED BY STEPHEN HARRIS, SCUNTHORPE

HOW TO... IMPROVE YOUR WARDROBE

DINO CRISIS

Completing *Dino Crisis* can be a joyous occasion, not just because of the sense of satisfaction, but also as a result of the extras that await you with each victory. The first time that the lizards are vanquished, a new wardrobe and a new super shotgun will be on offer. At first only two outfits can be accessed, but two others will be added when the game is finished once more wearing the new clobber.

A third success will be rewarded with a Grenade Launcher and unlimited ammo, but only if you've discovered all three endings. The final bonus is the addition of a sub-game called *Operation Wipeout*. Your task is to destroy all the dinos in sight and escape the base within a set time limit. But you have to already be good up against the clock to access it, as completing the title in under five hours is the condition. ■



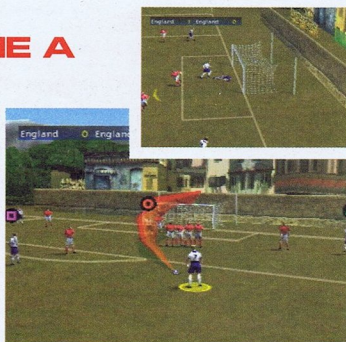
REQUESTED BY SIMON ASHTON, BASILDON

HOW TO... BECOME A FREE KICK FIEND

FIFA 2000

Once a foul has been given, line the arrow up on the net at the furthest point from the keeper. Adjust the height fractionally to ensure that the ball ends up in the top corner and start to bend the arrow using the shoulder buttons. Curve the flight so that the shot arcs around the wall and across the keeper, rather than aiming away from the goal to bend it back in. This means that the keeper has further to travel as the ball moves away, rather than towards, his flying form.

Holding **△** will adjust the power of the shot. If the ball is to hit the back of the net this arrow must be at its maximum. This will reduce the amount of bend on the ball, so it requires an adjustment of the targeting arrow. Imagine a line from the end of the arrow and move it to a ball's width inside the post. It may not go in first time, but with practice they'll



soon be sailing into the net. Only fouls around the 18 yard box are close enough to use this technique for. Otherwise your best tactic is to hit a low cross to the striker on the edge of the wall. Aim to one side of the defenders and use power, so the ball reaches your forward. ■

TOP SECRET

OFFICIAL UK PlayStation

POWERLINE

THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

The official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button. Can't see the cheat you want here? Give the Powerline a try. Just call the number below. Once connected press 0 to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongside the cheats here). If there are any tips and cheats, you'll hear them here, so have a pen and paper ready. Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could be easier?



**CALL
09064 765 765**

**PRESS 0 FOR THE
GAME MENU**

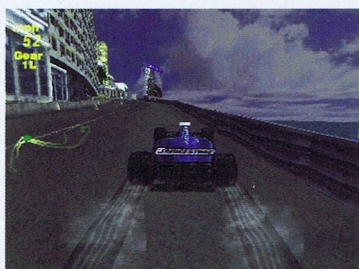
**PRESS # FOR THE
POWER MENU**

**ENTER THE FIVE
DIGIT CODE
LOCATED ON
YOUR GAME DISC
FOR INSTANT
GAME HELP**

**ACCESS THE
SOFTWARE
RELEASE
INFORMATION
SECTION**

**Call the official Powerline on
09064 765 765***

*Touch Tone activated service. Calls charged at 60 pence per minute. Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 55, Clevedon, SS21 7QX



NO FEAR DOWNHILL MOUNTAIN BIKING

POWERLINE 00849

From the main menu select the Time-Trial option and highlight 'use competition access code'. Providing the cheat has been entered correctly, you'll be able to use the cheats from the main menu, or within the Championship, Time-Trial, Duel and Tournament options.

Open all trails: Enter the following letters on the competition access code screen: L, O, T, S, O, F, F, E, A, R.

Open all bike upgrades: Enter the following letters on the competition access code screen: L, O, T, S, O, F, G, E, A, R.

Open the Trick Trail: Enter the following letters on the competition code screen: M, O, N, K, E, Y, B, I, K, E.

Two new riders: Enter the following letters on the competition code access screen: G, O, O, B, E, R, S.

Mirror Mode for all options: Enter the following letters on the competition code access screen: E, D, O, M, R, O, R, R, I, M.

FI '99

POWERLINE 01979

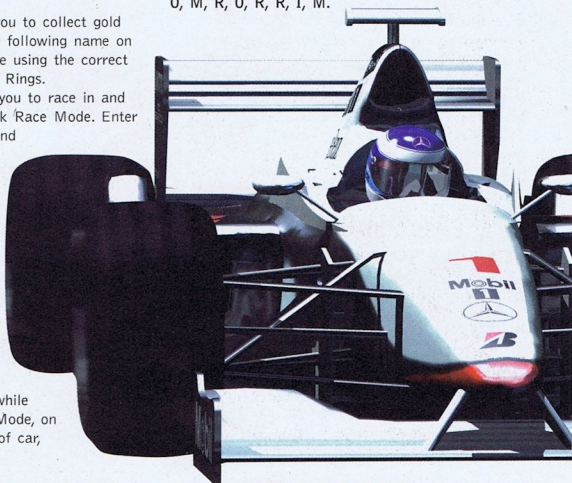
The following cheat codes are all activated by achieving a high score in the Grand Prix Mode. The cheat codes should be entered on the high-score table. To activate the Rings and Safety cheats, select the cheat you require from the bottom-right corner of the Grand Prix screen and race another Grand Prix.

Rings cheat: This enables you to collect gold rings while you race. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Rings.

Safety cheat: This enables you to race in and against safety cars in the Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Safety.

Race at night: This enables you to race in the dark on the Monaco circuit in Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters - Nights.

Each subsequent cheat must be entered when a new high score has been achieved while racing within the Grand Prix Mode, on any circuit and with any type of car, set-up, or driver.





Low gravity for your chosen bike: Enter the following letters on the competition code access screen, though this cheat will make the bike harder to control: B, I, G, F, L, O, A, T, E, R.

Cartoon Trail cheat: Enter the following letters on the access screen (You must have a space between the fourth and fifth letters, as well as the sixth and seventh letters.) If the code has been entered correctly, the Hawthorn Hill trail can be raced in cartoon graphics, but only in Amateur Mode: T, O, O, N, [Space], I, T, [Space], U, P.

Wire Frame trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Waltzmann Path trail can be raced using the pre-graphic wire frames, but only in the Amateur Mode: T, Y, R, E, F, R, A, M, E.

Dots Trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Sunshine Forest trail can be raced through what appears to be a universe of stars, but only in the Amateur Mode: L, O, T, S, O, F, D, O, T, S.

Alien Trail cheat: Enter the following letters on the competition code access screen. If it's entered correctly, the Dry River Valley trail can be raced on an alien moon, but only in Pro Mode: A, B, D, U, C, T, I, O, N.

Lava Trail cheat: Enter the following letters and number on the competition code access screen. If the cheat code has been entered correctly, the Aso Volcano trail can be raced during a volcanic eruption, but only in Pro Mode: L, A, V, A, L, A, N, D, 2.



Virtual Reality Trail cheat: Enter the following letters on the competition code screen. (You must have a space between the sixth and seventh letter.) If the cheat code has been entered correctly, the Cuevas Del Drac trail can be raced within a virtual world, but only in Pro Mode: J, A, C, K, E, D, [Space], I, N.

SOUTH PARK

POWERLINE 02158

To access these in-game cheats and bonus characters, select Enter Cheat from the main menu select and then enter the cheat code required to access your desired character. Once you have inputted the cheat code correctly, go to the Head To Head game option from the main menu and your desired character will be accessible from the character select screen.

For Chef enter: Y, L, O, V, E, M, A, C, H, I, N, E.
For Wendy enter: B, C, H, E, C, K, A, T, A, C, O.

For Terrence enter: S, R, A, F, T.

For Philip enter: P, P, H, A, E, R, T.

For Jed enter: J, H, A, W, K, I, N, G.

For Mr Macky enter: A, C, H, E, A, T, I, N, G, S, B, A, D.

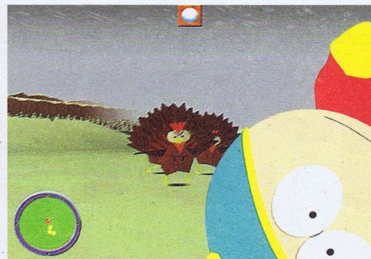
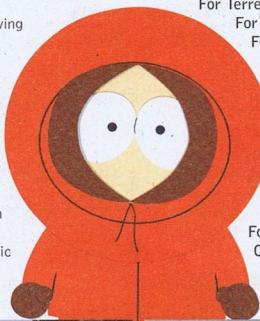
For Officer Barbrady enter: D, E, L, V, I, S, L, I, V, E, S.

For Big Gay Al enter: G, O, U, T, R, A, N, G, E.

For Starvin' Marvin enter: M, S, L, A, P, U, P, M, E, A, L.

For Mr Garrison enter: V, D, O, R, O, T, H, Y, S, F, R, I, E, N, D.

For Pip enter: E, F, I, S, H, N, C, H, I, P, S.



For Jimbo enter: Q, S, T, A, R, I, N, G, F, R, O, G.

For Ike enter: H, K, I, C, K, M, E.

For Ms Cartman enter: K, A, L, L, W, O, M, A, N.

For Mephisto enter: N, G, O, O, D, S, C, I, E, N, C, E.

For the alien visitor enter: T, M, A, J, E, S, T, I, C.

For the in-game cheats enter: Z, B, O, B, B, Y, B, I, R, D.

You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

THIS IS FOOTBALL

POWERLINE 01700

The following cheat codes are all entered on the main menu. When you've entered the cheat code, select to play an exhibition match, choose the teams and strategy and then begin the game. If the cheat code has been entered correctly you'll hear a dull sound effect. When you begin the game the graphics will have changed accordingly.

Small players: Ⓢ, →, Ⓢ, Ⓢ

Players with big heads: Ⓢ, Ⓢ, Ⓢ, Ⓢ

Players with small heads: Ⓢ, Ⓢ, Ⓢ, Ⓢ

Players wearing tracksuits: Ⓢ, Ⓢ, Ⓢ, Ⓢ

The picture in black and white: Ⓢ, Ⓢ, Ⓢ, Ⓢ

Play using a human head as the ball: Ⓢ, Ⓢ, Ⓢ, Ⓢ

Play with your players looking like baby dolls: →, Ⓢ, Ⓢ, Ⓢ

Play with your players topless: Ⓢ, Ⓢ, Ⓢ, Ⓢ

Players as '70s bikers: Ⓢ, Ⓢ, Ⓢ, Ⓢ



STILL STUCK IN THE BADLANDS OF STROGG? TIRED OF TAKING ON MAKRON WITH THE FUTURISTIC EQUIVALENT OF A CATAPULT? THEN TRY OUR FRAGGIN' GUIDE TO CRISPY GIB-STEAKS...

Quake II

OFFICIAL SOLUTION



HANDY HINTS

● Save all restarts until the situation demands their use. These three opportunities to heal and re-equip yourself are worth preserving until matters become truly desperate. There will be times in the game that progress may seem impossible but there are often chances to heal much of the damage done just after most of the serious encounters.

● When entering a new section, pause the game and note how many kills you have already made and how many there are left to slaughter. This information reveals if there are any undiscovered bands of Strogg roaming in areas that you thought were clear or if there are any in locations as yet undiscovered. This menu also reveals the number of secrets available, but don't waste time searching for them as many will prove pointless and they often expose you to fresh perils.

● Use the shoulder buttons to move around corners so you can always bring your weapon to bear before your opponent. Also this is perfect for avoiding Railgun blasts and missiles.

● The scenery can aid your struggle. Boxes and walls provide useful cover. Lift shafts and raised walkways are ideal for dropping grenades on to Strogg who are ignorant of the threat from above and doors will crush any opponent stupid enough to linger in the doorways. ■

YOUR ARSENAL



● BLASTER

This standard issue sidearm is weak to the point of useless and is only redeemed by the fact that it never runs short of ammunition. Best utilised for locating secrets hidden in walls and occasionally for giving the odd Strogg a nasty bruise.



● SHOTGUN & SUPER SHOTGUN

Available in single-barrelled and double-barrelled varieties, these weapons are ideal for when the more glamorous weaponry runs dry. Superb at close range it is only the long reload times that score against them.



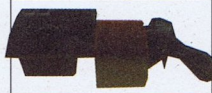
● MACHINE GUN

With a plentiful supply of bullets, the Machine Gun is the general-purpose workhorse of the weapons world. Its rapid rate of fire is counteracted by a lack of accuracy over distance. Use it in tandem with the Shotgun and the Super Shotgun.



● CHAINGUN

Disappointingly inefficient, the Chaingun wastes time and ammunition with its long spin-up and spin-down times. Suitable for larger opponents only and even then plenty of rounds will end up in the scenery.



● GRENADES & LAUNCHER

For maximum effectiveness retreat from an opponent and toss an explosive directly at him. The only note of caution is that if a grenade makes contact with your skin it will detonate causing untold damage.



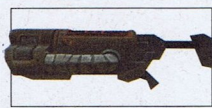
● ROCKET LAUNCHER

The best weapon available. Maximum fire-power, minimum reloading time. It may be suicidal over short distances, but is ideal for clearing rooms and knocking out opponents who pose a serious threat to your well being.



● HYPERBLASTER

It has a devastating rate of fire that seems to freeze opponents - even those as substantial as Tanks. While cells may be less numerous than bullets, the Hyperblaster is the best piece of kit to have in your armoury.



● RAILGUN

Crippled by a long reloading time this disappoints. Supreme in its power, its practical use is limited by its lack of rapid fire. Three shots to destroy any opponent is impressive but less so when three others are bearing down on you.



● BFG 9000

Tired of suffering at the hands of the Strogg? The BFG 9000 will match any perceived lack of fire-power. However, since this monster uses Cells for its power you may prefer to use the Hyperblaster rather than save up.



1 THE OUTER BASE

Enter the first room, collect the shotgun and use it for your first kill. Once blooded, dive into the water and swim under the bridge for the secret. Back on dry land, clamber on to the lift and descend the ladder for the Medi-pack. Returning to the upper level keep going, taking the equipment located by the water. Take the opportunity to head outside to collect the

armour before running back up the broken pillar into the base. Behind a group of crates there is a hole in the floor which you can drop through into the water. Beneath a small overhang is a hollow containing the Super Shotgun and the final secret. Equip this superior side arm and scamper back along the corridors, through the control room, to the right and up the stairs to complete the section. ■

2 INSTALLATION

A Machine Gun awaits at the top of the first incline. Bump into the switch to take the weapon. The lift takes you to a raised walkway with extra armour and a Quad Damage multiplier. Dash outside and jump across the broken bridge from the point of one shard to the other. Through the unlocked door await more guards. Once they have been cleared return to the great outdoors, descend the stairs and pass through the waste pipe. Kill the Trooper and open the sewer before diving in. ■



3 THE COMMS CENTRE

The nearby pool will yield a Quad Damage which should last long enough to fight your way through the level to a lift. From this lofty vantage point you can jump down on to the bullet-proof jacket you by-passed earlier. After collecting the armour ascend back to the walkway and continue onwards, past the window and into the control room. Shoot the dog and Gunner before bumping into the control panel and collecting the blue key. Retrace your steps until you encounter the flying enemies and stroll through the now unlocked doors to the lift. Activate the floor level switch to lower the bridge and go back outside. After another encounter with the flying monstrosities run over the bridge to the exit. ■





4 THE DETENTION CENTRE

Dispatch the two Enforcers and equip the Chaingun before jumping into the open to face a Gladiator. Sidestep his Railgun and keep hitting him. Once he has departed, plunge into the water and collect the Invulnerability before taking the Yellow Key guarded by the three Enforcers. Clamber up and face yet more Strogg, including some firing from on high. Access the raised platform by entering the left-hand door and rushing upstairs. From here the lasers can be turned off

and a small jump across the gap will give access to the Chaingun. Return to the ground floor and head through the right-hand door into the Detention Centre. On the right a small room conceals the switch to turn the lasers off. Deactivating these will enable you to access the Quad Damage icon near the start of the section. Utilise this to destroy the tank patrolling around the cell block. Bash the red buttons to release the prisoners and deplete their gaols of equipment, before racing down the corridor to complete the section. ■

5 THE SECURITY COMPLEX

This section opens with a firefight and a number of blocked doors. Press onwards, descending down into the heart of the structure. Bypass the Chaingun and pause at the entrance to a vast hall. Use the doorway to provide cover as you pick off the various aliens contained within. The rear door provides access to the Pyramid, where you

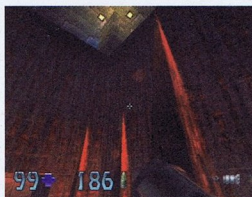
will be told of your new mission to locate the two keys required to open this monolith and gain admittance to the level hidden below. Return to the hall and exit via the side door on the raised level to the left. From this balcony the lasers that blocked your progress earlier can be deactivated. Return to these openings and head through the larger one to the Guard House and a new restart point. ■



6 THE GUARD HOUSE

Clear the cells and steal all the equipment on offer before using the lift to ascend to the next level and enter the next room. Collect all the extra items and deal with the Flyers who emerge from the back wall. Take the exit to the right and

emerge, blinking, into the daylight. Dispatch those who dare to challenge you and drop on to the lower level floor. Enter the left-hand door and collect the health packs concealed behind the crack in the wall. Turn around and go back through the other door. Skirt the edge of the room to avoid the collapsing floor before encountering yet more guards. After blundering into a large hall, pile grenades on to the hapless guards below before descending to collect the detritus they leave. A Tank waits outside, flanked by numerous guards. Draw them back into the tunnels and deal with them individually before using the Chaingun to knock the Tank off his perch. Deactivate the lasers and wander inside to take the first pyramid key. Turn around and retrace your steps through the Guard Chamber back to the open area just outside the Pyramid. This time opt for the lower of the four doors. A switch inside will drop a draw bridge and release two Icaruses. Knock them out of the sky as quickly as possible and end the level by crossing the bridge. ■



7 THE TORTURE CHAMBER

Collect the Hyperblaster and rush down to the cells themselves. Start freeing prisoners and looking for a crack in one of the walls that conceals another Hyperblaster. Climb back up to the next level, past the Marine under the circular saw and onwards into the Torture Chamber itself. Activate the switch to lower the cage and take the key from behind the captive. Equip the

Hyperblaster and destroy the spider before returning to the surface and the Pyramid. Once there, bash into the console to open the structure, equip the Hyperblaster and dive into the opening. The fan at the bottom of the shaft will cause you to float slowly downwards so fire as you descend. Once all the Strogg have departed, step into the exit. ■



8 GRID CONTROL

Slaughter the Strogg and dodge the lasers to collect the Grenade Launcher and flak jacket. Rush to the end of the corridor, collecting the extra health packs, and rise up to face the pair of Tanks. Upon their death a tracked boss will be revealed. Ponderously slow and cumbersome he leaves his flank constantly exposed to attack. Exploit this by launching grenades into his back and retreating into

cover before his weaponry is brought to bear. Repeat this task as required and collect the two health packs that are located behind the large pillars. Once he has departed use the Blaster to find the secret rooms hidden in the two side walls and jump into the hole that opens up. Destroying the blue crystal will reveal the exit, but before departing for the next level inspect the back of the pillar to discover the Rocket Launcher. ■



10 TOXIC WASTE DUMP

One of the smallest and easiest levels the Toxic Waste Dump is quickly traversed. Quickly pick off the Iron Maidens and the Tanks that are located near the start. Ascend the stairs retreating only when an on-screen message informs you of a door opening to collect the exposed items. Further on, blast the broken bar that blocks access to a number of bonus items and a switch. When the end a wall is reached, butcher the Berserker below and drop down to finish the level. ■



9 POWERPLANT

Shoot out the Berserker behind the lasers and use the rockets or Hyperblaster to waste the Spider. Once that threat is removed descend into the water and wander around behind the pillar, go down the ladder and collect the red key. Return to the starting point and cross the bridge into the tower. Deactivate the lasers on the left side of the main room before going through the right-hand door to face another Spider. Time your plunge into the pit between explosions and destroy the two Iron Maidens before using the fan on the other side to float you upwards again and on to the lift.

After saving the level, press onwards to the left and pick up the Data CD. Exit past the body of the Iron Maiden who appeared as you collected the CD. Once out of the door and on the lower section,



return to the start and go through the door that originally requested the CD. Another lift will appear in front, climb on to it and rush across the bridge. Deactivate the reactor base and pick off the Gladiator who appears on the far side of the room. Return to the previously sealed doors on the walkway and you will now find yourself on the other side of the reactor core. Slide through the side door and jump into the pit. ■



11 PUMPING STATION ONE

Collect the Railgun near the start and keep onwards climbing on the crates to steal the Mega-Health. The enemies are small, but numerous and not too challenging. A door with a green switch nearby will drop you into a secret corridor with extra equipment and enemies. Wander along the ledge to the raised section and rush back through the liquid using the



Environmental Suit found there. Collect the yellow key and waste the Tank then pulling the handle on the right-hand side before returning once again to the reactor. ■

12 THE REACTOR

Dispatch the first Strogg with the Grenade Launcher and mop up whatever is left. Dive over the platform to steal all the extra health below. Arm the Hyperblaster

and prepare for a battle with a number of Tanks and guards. Return to the reactor and wait for the nuclear explosion to free up the jammed door. The lift will take you to the end of the level. ■



13 DEFENCE COMMAND

Use the pentagon-shaped building as cover to take on the two Tanks and then blast the pair who await you inside. Rush to the main control room, go through the only unlocked door and blast the walls on the left and right. Return to the main hall and find the door that is now unlocked, this will lead you to the Research Facility. ■



14 RESEARCH FACILITY

Activate the console and destroy the pair of dogs before engaging a number of Tanks and Troopers. Use the Hyperblaster to dispatch them all before spinning around to waste the dogs that approach you from behind. Steal the Medi-pack that they have revealed before continuing down the corridor and turning to the right. Upon reaching the locked door go back across the junction ready to do battle with an Iron Maiden. Ignore another Marine wandering aimlessly and activate the panel just beyond the Tank. Enter the lift and descend to the next floor.

On the lower level use the terminals to activate the bridge that spans the lava pit. Make near-perfect jumps to hit the switches on the side walls that open the previously sealed doors. Return to the restart point via the lift and go through the security door. Once there steal the commander's head and return to Defence Command, which the severed body part will enable you to enter. ■



15 GRAVITY BOOSTER ROOM

Destroy those who block your path and collect the Combat Armour on top of the crates. Turn around and collect the extra health pack hidden by the door. Waste the Guardians with the Hyperblaster, or by trapping them in the door. Shoot the Berserkers off the balcony and climb through the door on to the moving platform. While you are waiting to arrive, equip the Shotgun and blast the Flyers that hover near the bottom.

The level boss of this section is remarkably ineffectual, despite his immense size. His lack of speed and inability to turn means that he won't delay you on your mission. Use the Rocket Launcher to hit him in the rump repeatedly before scampering behind a pillar as he rotates. Once he has departed collect his reactor, equip the Hyperblaster and step into the transporter beam. Two Guardians and two Enforcers await you and need dispatching as quickly as possible.

In the final room plant the A-Bomb in the receptacle on the glass wall and step into the transporter opposite. On your arrival rush past the Tanks to the higher ground and use grenades from on high. Return to the main hall where another boss will burst from the floor. Keep the glass control panels between the two of you and hit him repeatedly in the rear with the Hyperblaster or Rocket Launcher. ■



16 INNER CHAMBER

Utilise the extra Medi-packs situated around this level and use the time honoured methods of bouncing grenades off the walls to destroy the Tanks. The two walkways contain Iron Maidens but early hits with rockets will nullify them. Dodge the lasers that blast through the door and step out into full view of Makron. Don't be

fool! this is only a projection of the final boss. So instead of wasting valuable ammunition, stand on the four switches. Activating two of the four will release Flyers from the back wall so have a shotgun ready to deal with them. Scamper up the flight of stairs and face the final confrontation. ■

17 MAKRON

Makron himself has to be beaten twice, once in robot form and once in person. In first his incarnation he takes the form of a cumbersome robot that is easy to hit but tricky to defend yourself against. In his armoury are a number of projectiles that fire green beams that will drain your energy from full to nought within seconds. Obviously they are to be avoided, and the best technique is to wait until Makron's motors whirl and he starts to lift one leg before running in the other direction. Otherwise, repeat the now familiar tactic of shooting him in the rear and then running away.

After all 200 Hyperblaster rounds and most of the rockets,

Makron will surrender his steed and face you on foot. While his robot explodes use the opportunity to collect the additional health and ammo scattered around the area. For what Makron has lost out in fire-power, he has gained in agility and is still a formidable opponent.

As before, utilise the cover provided to minimise the time that the leader of the Strogg has to return your fire. With luck and judgement once more Makron will bite the big one. Job done. ■



THERE'S TROUBLE BUSTIN' IN FROM OUT OF STATE. THE D.A. CAN'T GET NO RELIEF, AND IT'S PROBABLY ALL YOUR FAULT... FOLLOW OUR GUIDE TO GANGLAND AND BEFORE LONG YOU'LL FIND YOURSELF GODFATHER. DOPE

OFFICIAL SOLUTION!

Grand Theft Auto 2

GETTING AROUND

● WALKING

You're not the only criminal on the streets, so while you're on foot you're just as vulnerable as any other pedestrian.

Look out for the pedestrians in red tops. They're muggers, and any time they make contact with you you'll see your score drop. Shooting muggers is generally considered to be an acceptable practice though, so preferably before they help themselves to your cash, take them out with a couple of shots to the head. The Police will turn a blind eye and you'll find that you score more for shooting muggers than you do for blasting the general public.



● DRIVING

Unlike those in *Driver*, the police in *GTA2* aren't too worried about you jumping the occasional light, or even driving the wrong way down a one-way street.

The only time you really need to worry about adhering to the traffic laws is if you've stolen a Taxi (1) and are making money from a fare. If you drive like a lunatic your passenger will get out at the first opportunity. You can get away with bumping into other cars for the most part, but the second you touch bumpers with a law enforcement vehicle you'll be in trouble, so they're best avoided.

As much fun as it is to drive around with a total disregard for anything and everything, there are certain missions where being pursued by the law will hinder your progress. Delivering drugs, for example, isn't something you want to be doing with sirens in earshot. Read all of your mission briefings carefully and, if they're not time sensitive or require a lack of police presence, kill your speed rather than pavement fodder for a while. ■

BODY SHOP

New to *Grand Theft Auto 2* are weapons that can actually be fitted to your vehicles. They're a bit expensive and not really necessary for completing most of the missions. That said, they're great fun and occasionally come in very handy if you're on the road and there's someone in hot pursuit.

HELL OIL

\$10000

Leave oil slicks behind your car with the push of a button. Any pursuers coming into contact with the oil will slide off the road, losing them valuable time and enabling you to race away.



GOLD MINES

\$50000

Dropping mines behind your car is a sure way to slow down, or in fact destroy, any cops that are chasing you. They're extremely effective, but unfortunately also extremely expensive.



SMITH & WESSONS

\$25000

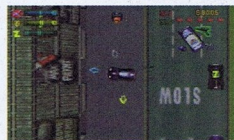
Twin-front firing machine guns. These are a great way to take out large numbers of armed pedestrians, such as an enemy gang, without having to leave the relative safety of your vehicle.



MAX PAINT

\$5000

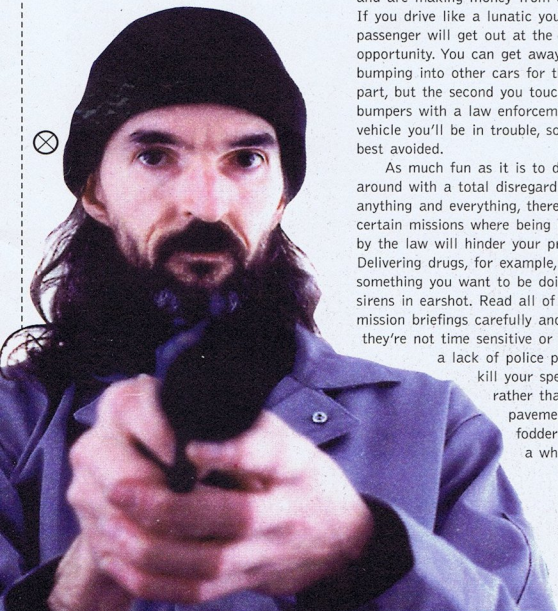
Cops on your tail? Invest in a new paint job or replacement number plates – they'll lose your tail and you'll have a nice, new shiny car to boot. Visiting the paint shop will also repair any damage to your vehicle, so it's \$5000 well spent.



BOMB BAY MIX

\$5000

Turn your vehicle into a bomb – this is very useful for taking out targets such as armoured cars. Simply leave your rigged vehicle next to the target and detonate – you have about five seconds to exit the vehicle and reach a safe distance.



WEAPONS

There are plenty of weapons to choose from in *GTA2* – each varies in effectiveness, ease of use and availability.



● PISTOL

Your bog-standard single shot pistol.

Reasonably good range and reloading times, but you need to be very accurate for it to be effective.



● DUAL PISTOL

Later in the game you'll be able to go for it John Woo-style with a pistol in each hand. Unfortunately the two shots fire off at an angle rather than parallel to each other, but it's still pretty neat and handy if you're outnumbered.



● UZI/ SILENCED UZI

Probably the weapon that you'll want to make the most use of. The firing rate is extremely fast and because you can keep moving the whole time you don't need to worry about being particularly accurate. Devastating in a crowded situation.



● ROCKET LAUNCHER

Extremely slow in the reload stakes, and occasionally quite difficult to fire accurately, the Rocket Launcher is best used for blowing up vehicles and generally causing mayhem. The explosions are quite big, so it's best to keep your distance from targets. If you're too close you might find yourself being thrown up into the air and then falling to your death.



● ELECTRO GUN

This weapon effectively fires lightning bolts at all living things. The Electro Gun will only fire when targets are nearby and can take out multiple targets at the same time. It takes a while to kill them though, so it's not recommended when you're surrounded by angry cops.



● MOLOTOV COCKTAILS

Petrol bombs that can be thrown varying distances, depending on how long you hold down the fire button and whether or not you're moving at the time. The area affected by the explosion is relatively small, but they are great for getting rid of huge traffic jams or roadblocks.



● GRENADES

Very similar to Molotov Cocktails in all respects.

The only real differences are that the explosions cover a slightly bigger area and that the Grenades will often roll along the ground for a while after being thrown before they actually explode. They're great for taking out enemy vehicles when you're stuck on foot.



● SHOTGUN

A powerful single-shot

weapon. Reasonably quick to reload with a good spread of fire. If you're being chased on foot, you'll find the shotgun is a good weapon to have when you decide to do a 180 and let your pursuers have it.



● FLAME THROWER

Just the best crowd

control weapon there is. The range of the Flame Thrower isn't that great, but the people that you set on fire start to run around setting anybody who comes into contact with them on fire as well. Death isn't instant, but targets will be far too busy panicking to retaliate. ■



DOWNTOWN GANG CARS

Each of the major gangs has its own vehicles. It's worth knowing which cars belong to who because you'll upset them if you steal too many of their wheels. It's also worth noting that gang vehicles cannot be re-sprayed, so if the cops come after you it's difficult to shake them.



YAKUZA MIARA

Speed: Good
Handling: Good
Recycled: Rocket Launchers.



ZAIBATSU Z-TYPE

Speed: Excellent
Handling: Excellent
Recycled: Silenced Uzis.



LOONIE DEMENTIA

Speed: Good
Handling: Very good
Recycled: Invisibility power-up.

FIVE CARS TO LOOK OUT FOR



COP CAR

Speed: Very Good
Handling: Excellent
(and with a traffic clearing siren)
Recycled: Cop Bribe



ANISTON BD4

Speed: Poor
Handling: Poor
Recycled: Get Outta Jail Free Card



TAXI

Speed: Average
Handling: Average
(but can be used to pick up fares)
Recycled: Double Damage



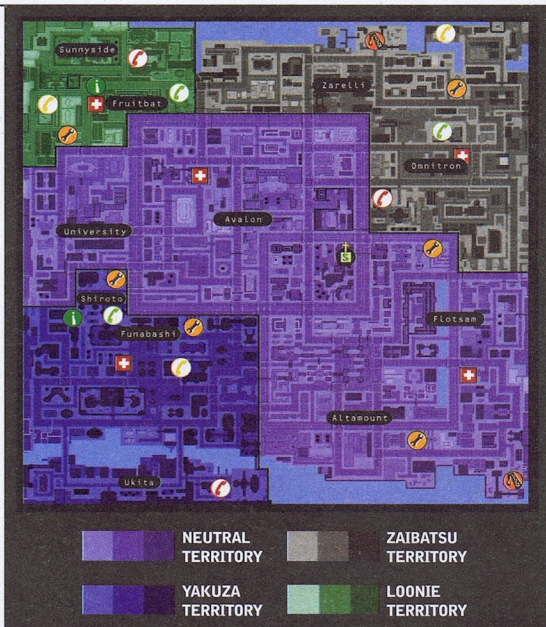
B-TYPE

Speed: Excellent
Handling: Excellent
Recycled: Invulnerability power-up



SCHMIDT

Your first car
Speed: Poor
Handling: Poor
Recycled: Health power-up



RESIDENTIAL

GANG CARS



REDNECKS PICK-UP

Handling: Good
Speed: Average
Recycled: Health



SRS SCIENTISTS METEOR

Handling: Superb
Speed: Superb
Recycled: Invulnerability



ZAIBATSU Z-TYPE

Handling: Superb
Speed: Superb
Recycled: Silenced Uzis



FIVE CARS TO LOOK OUT FOR



HACHURA

Handling: Superb
Speed: Superb
Recycled: Silenced Uzis



FUROR GT

Handling: Superb
Speed: Superb
Recycled: Rocket Launchers



BENSON

Handling: Superb
Speed: Very good
Recycled: Electro Fingers



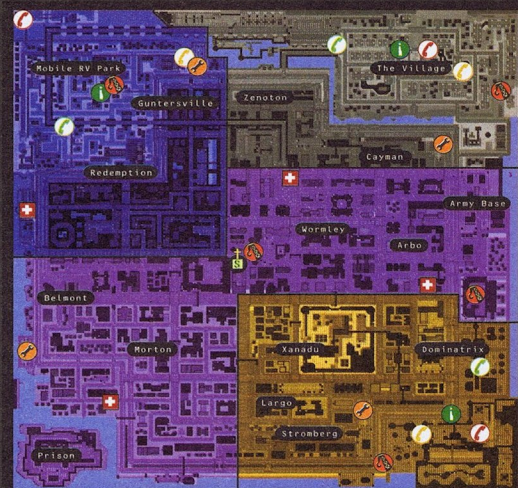
BIG BUG

Handling: Good
Speed: Good
Recycled: Armour



T-REX

Handling: Very good
Speed: Good
Recycled: Electro Gun



NEUTRAL TERRITORY
REDNECK TERRITORY

SCIENTIST TERRITORY
ZAIBATSU TERRITORY

INDUSTRIAL

GANG CARS



RUSSIAN MAFIA BULWARK

Handling: Poor
Speed: Average
Recycled: Shotguns



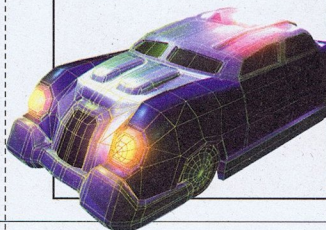
KRISHNA KARMA BUS

Handling: Poor
Speed: Poor
Recycled: N/A



ZAIBATSU Z-TYPE

Handling: Superb
Speed: Superb
Recycled: Silenced Uzis



FIVE CARS TO LOOK OUT FOR



JEFFERSON

Handling: Superb
Speed: Very good
Recycled: Get Outta Jail Free card



B-TYPE

Handling: Good
Speed: Average
Recycled: Invisibility



MAURICE

Handling: Average
Speed: Poor
Recycled: Health



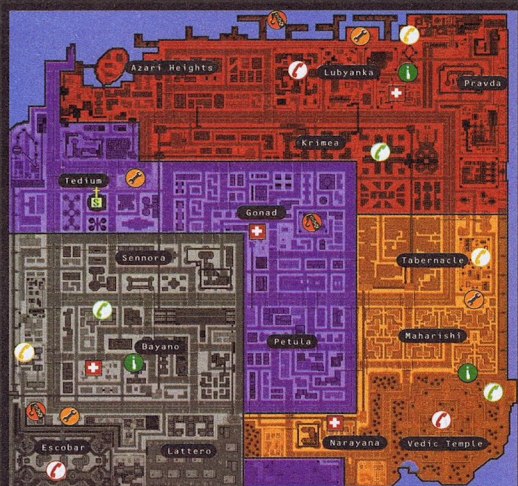
RUMBLER

Handling: Very good
Speed: Very good
Recycled: Fast reload



TANK

Handling: Average
Speed: Poor
Recycled: N/A



NEUTRAL TERRITORY
RUSSIAN TERRITORY

KRISHNA TERRITORY
ZAIBATSU TERRITORY

CRIMINAL GENIUS

Time for some general gameplay tactics, techniques and things to do when you don't fancy running errands for any of the gangs.

GANG WARFARE

To get in with a gang you need to upset their main rivals **[1]**. Each area of the city contains three gangs, all of which despise the one listed below them in the top left corner of the game screen.

The easiest way to upset a gang is not to be subtle about it. Get yourself well armed, steal a resilient vehicle and head deep into enemy turf. Stay in your vehicle for as long as possible and simply run over as many of the gang members as possible. You'll probably be able to do this without sustaining too much damage yourself, but if your vehicle does start to look a bit rosey, or catches fire, jump out and use your guns as you make your escape. Fitting guns to the front of your vehicle is an option, but the majority of them are fairly expensive and can't be transferred.

ONE GANG AT A TIME

It's very easy to switch your loyalties from gang to gang as you play. In fact you'll have to if you want to complete all of the missions in a given area. Your best bet, though, is to concentrate on a single gang at a time – that way you'll earn enough respect from the easier missions to be trusted with more dangerous and lucrative jobs. When the gang you're loyal to have nothing more to offer you it's time to move on. Do this by going on a rampage in their HQ – you'll be amazed how quickly they can turn against you.

GTA BONUS

Steal one of every single vehicle in the area and you'll be rewarded with a *Grand Theft Auto* bonus – loads of points and the chance to have a crack at one of the bonus missions when you leave the area. This is something to think about when using the car crusher technique to get power-ups.



INSANE STUNT BONUS

Find yourself a nice fast vehicle and a ramp with a good run-up **[2]**. Do what comes naturally and if you manage to keep your chosen mode of transport off the ground for a few seconds, you'll be rewarded with an Insane Stunt Bonus.

KILL FRENZIES

Each of these green tokens represents a Kill Frenzy **[3]** opportunity. Simply collect it and follow the instructions. They generally involve you being given a specific weapon with which to take out a certain number of targets within a time limit. For this reason it can be worth waiting around quietly before picking it up, until there are a number of potential targets in the immediate vicinity. There's nothing more frustrating than having to hunt high and low for things to kill when against the clock. ■



CHEATS

If you really get stuck and keep finding yourself getting thrown out of cop cars or blown to pieces, there are a number of cheats you might like to try. All of them are entered on the player name screen, and it is possible to delete them afterwards and enter another cheat code, or your own name, so you can use as many of them as you like.

IT'S ALL UP

Make all levels available, including bonus missions.

NAVARONE

Give all weapons with maximum ammunition.

LIVELONG

Permanent invincibility.

LOSE FEELS

No police presence on levels whatsoever.

DESIRES

Maximum wanted level.

HIGH FIVE

Multiplies all scores by five.

BIG SCORE

Awards you 10,000,000 points – enough to complete a level.



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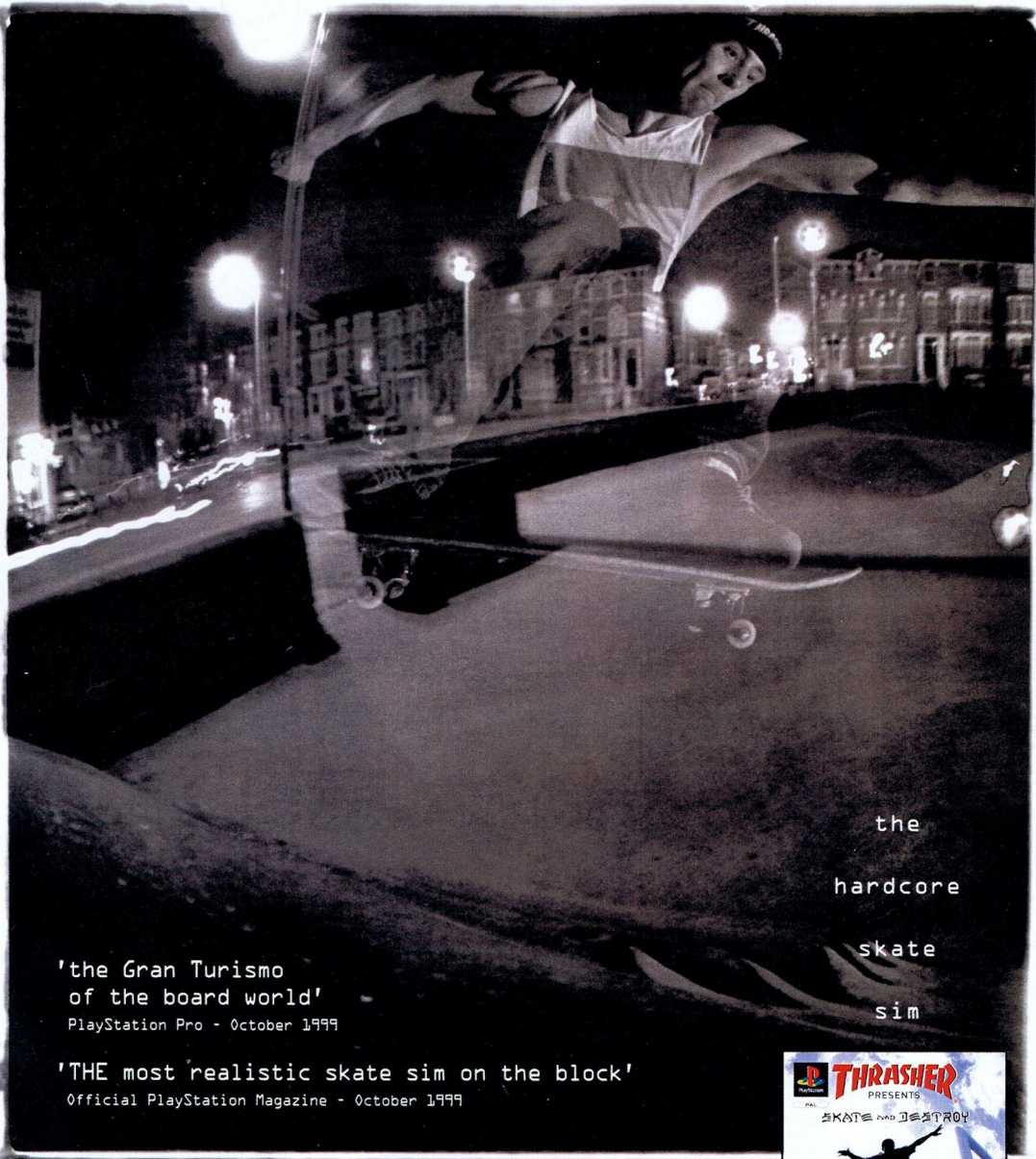
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PSM RATING

10 The rarely-searded golden '10'. Bestowed on games that are perfect

9 A superb piece of software - recommended without prejudice

8 Very, very good. Add it to your collection yesterday, if not sooner

7 A great title with a few minor irritations. Still worth a purchase

6 A case of 'Why did they do that?' Very playable but with some dodgy bits

5 Straight average. Unoriginal or flawed, but still worth buying - only just kind

4 Below average. Probably has some serious gameplay or lifespan flaws

3 Looking pretty bad now. Hardly worth renting for a day or so

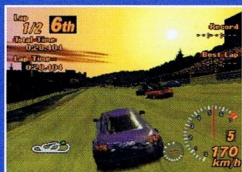
2 Crap, to put it bluntly. Technically inept, poorly structured and short-lived

1 A product without merit of any sort. Well beyond human endurance. Avoid

REVIEWS

YOUR DEFINITIVE
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THE GAMES OUT
THIS MONTH,
GIVEN THE ONCE
OVER BY PSM

GAME OF THE MONTH



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ISS Pro Evolution

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Resident Evil 3 088

"As edgy as the neurotic feelings of isolation provoked by the very best zombie films..."

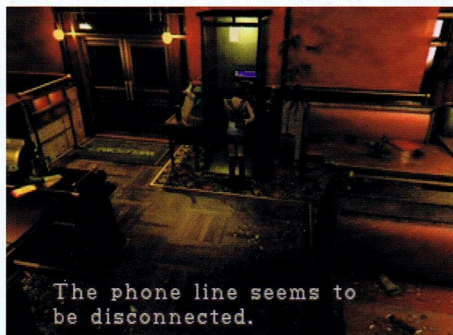
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Jill leaves her business card in the customary telephone booth outlet. What with all these stiffs haunting the streets she could be in for a busy night.



When the camera pans out you know bad things will happen. (Right) Almost instantly Jill regrets! turning on the light switch



WAN DIALOGUE AND FIGURE-SKATING HEROES... WELCOME BACK *RESIDENT EVIL*



Resident Evil 3: Nemesis

“Your senses are kept on red alert, but the strain involved

FACTFILE



PUBLISHER	Eidos
DEVELOPER	Capcom
RELEASE DATE	February
AGE RESTRICTION	15 and over
PRICE	£29.99
NUMBER OF PLAYERS	One

Tired of waiting for Hollywood to get its act together, Capcom have gone ahead and given *Resident Evil* the full-on Tinsel Town treatment. If its predecessors were tightly-plotted, low-budget efforts, then *Resident Evil 3: Nemesis* is the ultimate Yen-splattered, special effect-laden, zombie extravaganza of the millennium.

During the course of action, the player will get to see the whole of Raccoon City, survive a petrol station explosion and steer a runaway train carriage through a street of flesh-eating cadavers. Make no mistake, not only is *Resident Evil 3: Nemesis* the best thing to emerge from Capcom's Osaka hot-house, but it's one of the most impressive slices of PlayStation entertainment to date.

We refrain from describing *Nemesis* as a game for good reason. It truly is more than the sum of its festering parts. Every aspect of Capcom's epic is a strand in an intricate web of features. As the player picks their way through the eerily deserted streets, the mesh of special

effects (both graphical and aural) generates an atmosphere that's as edgy and chilling as the neurotic sense of isolation provoked by the very best zombie films.

By taking the game into the streets and buildings of Raccoon City, Capcom created a potential trap for themselves. There was a danger they would lose the claustrophobic intensity that created some of the first two games' most memorable shocks. Not a bit of it. *Resident Evil 3: Nemesis* oozes a cloying menace that seems inescapable.

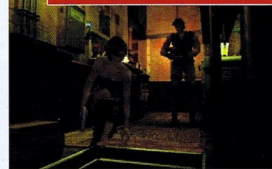
Paradoxically, by allowing the player to roam throughout Raccoon City, Capcom have actually enhanced the feeling of entrapment and imminent danger. The whole city has succumbed to disaster. You're surrounded by evidence of destruction on an awesome scale. Ruined apartments, abandoned cars. The whole place is wrecked. How on earth are you going to survive a catastrophe on this scale? Especially as death seems to lurk around every corner. Zombies tear apart hastily-built barriers in a bid to catch their

prey, or they leap from a half-glimpsed stack of rubbish, catching you off guard. These minor, but effective, shocks ratchet the tension throughout the adventure, but they are never overplayed. Capcom further turns the screw by throwing in the occasional wind-swept newspaper or dog attack. Slowly, the game chips away at your nerves. Your senses are kept on red alert, but the strain involved gradually frays your pluck and drains your concentration. Leaving you open for the big attack, of course...

A side effect of the more expansive play area is that it adds scale to the Umbrella plague sweeping the country. *Nemesis* even tucks *Resident Evil 2* into its narrative folds. A visit to the police department reveals several boarded up rooms – indicating that the carnage of the second game continues unabated. You are initially cast as series' heroine Jill Valentine, who finds herself in the midst of an escalating zombie crisis. Midway through the game, the action switches to Carlos, a cocky member of the commando force sent by Umbrella to



Cut scenes keep you abreast of key plot developments. Meetings with Carlos reveal that you'll be evacuated by helicopter at the end of the mission, but they also suggest that the commander of the Umbrella Force is acting strangely. As Jill enters the scientific base she sees him killing an apparently wounded member of his team, throwing up all sorts of questions and more plot twists from Capcom's writers



gradually frays your pluck

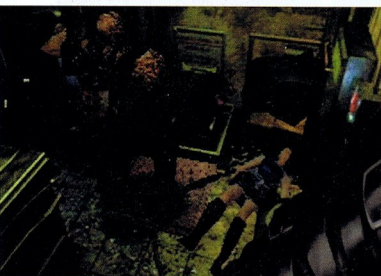
quell the epidemic. Then it's back to Jill for the horrific finale. The plot effectively bookends its predecessor, treating it as but a small part of a bigger picture. Truly, *Resident Evil 3* is the *Gone With The Wind* of undead epics.

Throughout the game, *Nemesis* maintains an impressive level of detail. Locations include abandoned restaurants, City Hall, newspaper offices, a power station, scientific establishments and garages, which all beautifully accommodate the series' customary puzzle-based action. Narrow alleys lead players into shopping precincts, where corpses litter the ground and the recently-risen roam the echoing halls in search of fresh food.

One of George Romero's (he of *Dawn Of The Dead* fame) greatest ideas was to make his shambling stiff's the remains of normal people whose lives just happened ▶

The Nemesis creature

appears with disturbing regularity throughout the game. His movements may follow a fairly predictable pattern, but you can guarantee you're in for a life-threatening rumble every time you bump into him. He makes his debut outside a cafe or inside the police station. Throwing himself through the window, he reveals his dislike of STARS operatives and gives chase. His attacks are twofold. He'll either pick you up and wipe the floor with you (humiliating) or he'll drill you with a few rocket rounds (painful/humiliating/unfair)



► to be interrupted by zombie attacks. *Resident Evil 3* revels in this concept, boasting an undead cast complete with fat men, fallen cops and local residents. Add to this the clever and effective use of sound. The unsettling quiet of the once-bustling Raccoon City is punctuated by eerie moans from zombies, distant gunfire from Umbrella fellas and the occasional scream of a fresh victim. With the atmosphere duly charged, Capcom raises the stakes. Enter The Nemesis...



It's behind you. After a while, you'll start to feel like your nerves are being used as dental floss by a sabre-toothed rat. The claustrophobic locations, the menacing music, the sense of being hunted... I just can't stand it anymore



HOW TO... PLUG SEVERAL ZOMBIES AT ONCE



Keep an eye out for background detail when you're attacked by gangs of zombies. Certain rooms contain items that can be used to take out several stiffs simultaneously. Oil drums can be detonated by a well-paced shotgun blast, while scientific bases come complete with fragile pipes that can be broken to release zombie-dropping gases...



Alternatively, wait for the cretinous corpses to line up in front of you and see how many heads you can take off with one shotgun shell.



“Nemesis never stays down for long”

In an effort to keep the game fresh, Capcom have introduced several changes to the *Resi* formula. For the most part, the changes are minor or extremely subtle, but when it comes to the brilliantly-conceived Nemesis creature they are both extreme and unsubtle. For reasons that become apparent as the twisting scenario unfolds, a creature with an unquenchable hatred of the STARS team is shadowing the player's every move. Standing over nine-feet tall and armed with a rocket launcher fused into one arm(!), the Nemesis makes his shocking debut by smashing through a window and losing off round after round of missiles. The impact of this new member of the *Resident Evil* family is incredible and it's hard not to panic as the dreaded bogeyman gives chase.

The relentless Nemesis can only be felled by a succession of direct hits from the heavier artillery available in the game. Only grenade launchers, assault rifles and magnums have even the faintest chance of making the Nemesis stop to think. Eventually, the awful creature can be

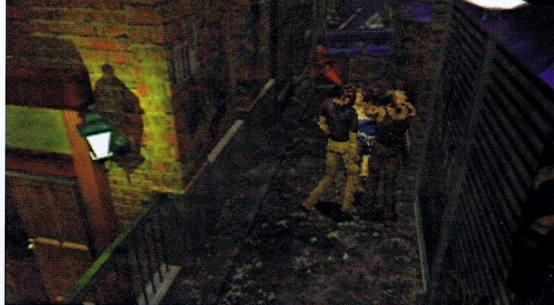
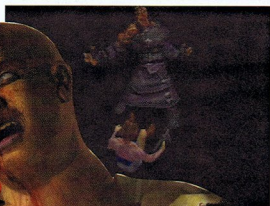
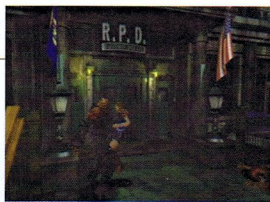
stalled and you can make your escape but, as befits his star billing, the Nemesis never stays down for long. His long shadow is felt throughout the game, as other characters discuss their battles with him and thumping sound effects betray his nearby presence. The menace quotient is topped up with frightening regularity. Oh yes.

Capcom's other major attempt to ensure *Resident Evil 3* doesn't become too predictable is another worthy idea, albeit a less successful one than the Nemesis horror. As events in Raccoon City career from bad to worse, cut scenes detail upcoming problems. These can encompass anything from the return of the Nemesis to a prolonged assault from up to ten undead meat-hunters. At this point, the screen whites out and two text options will appear. Selecting either will have a direct affect on the game, effectively creating a fork in the game's plot. The best example comes as Jill solves a switch-related puzzle in an abandoned power station. As she prepares to leave, a dozen zombies appear outside ▶

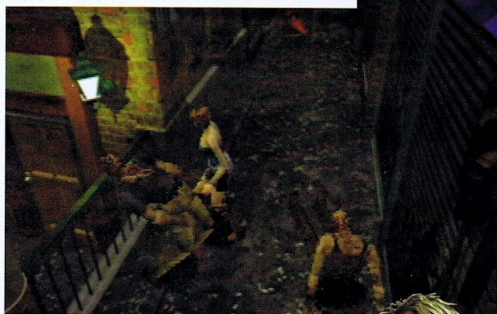




All fired up. The graphics, particularly the background renders, are superb. Raccoon City is a mess and every scene adds to the sense of disaster



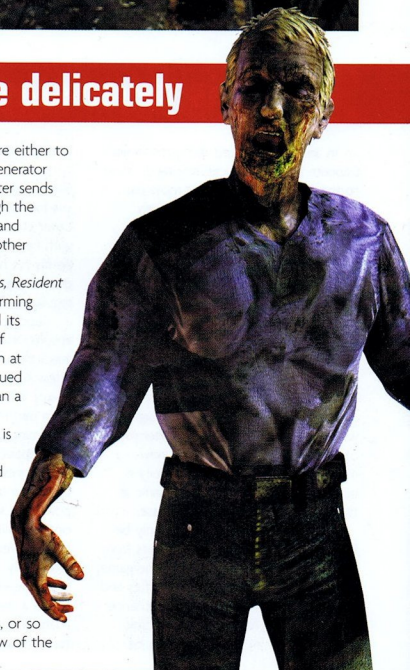
Let's dance. Jill tangles with a couple of freaks before pulling out her smooth bore and blowing their ugly faces off

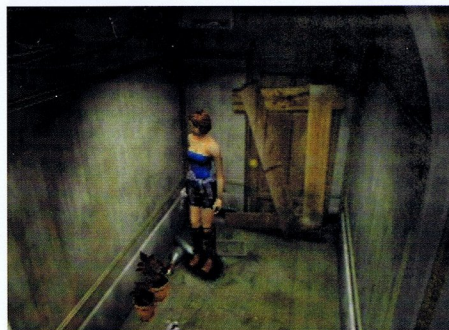


Puzzles are delicately

► the closed door. Her options are either to stand and fight or throw the generator into overload. Selecting the latter sends millions of volts flowing through the zombies, killing them instantly and providing Capcom with yet another electrifying, visual set piece.

After the shallow *Dino Crisis*, *Resident Evil 3: Nemesis* represents a storming return to form for Capcom and its survival horror genre. Granted, if *Resident Evil 3* were to be taken at face value, then it could be argued that the game is little more than a dressed-up version of its predecessors. To do so though, is to miss the point entirely. Yes, the puzzles are familiar fare and fall into the find-item-A-to-get-item-B-to-solve-puzzle-C category, but this is one of the strongest aspects of the series. The puzzles are delicately weighted to offer just enough challenge. They are logical without being blatantly obvious, or so obscure that they spoil the flow of the





Resident Evil 3

HOW TO...

ROLL YOUR OWN AMMO



Refine A and B class gun powder with your reloading tool to create power ups for the handgun and shotgun.



You can also combine your powders to create new and exciting ammo types fired from the grenade launcher.



We've just invented fire rounds. BC will give you acid rounds (nasty), AB makes grenades and they can be turned into cold rounds by just adding C.

weighted to offer just enough challenge...

game. They also leave the player to get on with the more immediate tasks of popping multiple heads with one shotgun blast or defeating the omnipotent Nemesis.

The truth is that Capcom got *Resident Evil's* controls and puzzle content pretty much spot-on first time. The sequel's job is to hone the survival horror concept and to dish up more of the same – that is grasping, carnivorous zombies and demanding, but not infuriating, puzzles. *Nemesis* may draw the series to a logical conclusion on the PlayStation, but it goes out on a high. Raccoon City's zombies are decaying at an alarming rate but *Resident Evil 3* remains as fresh as a cold bucket of fear in the face. A modern-day classic. ■

Steve Merrett



We meet again. If you ever get this close to the Nemesis then you're probably dead already

IF YOU LIKE THIS THEN LOOK AT...
SILENT HILL
A psychological shocker that's not above throwing in gallons of blood when required

OFFICIAL UK
PlayStation
Magazine

VERDICT

- **GRAPHICS** Superb. Genuinely captures the feel of a full-scale plague **10**
- **GAMEPLAY** A larger play area creates more puzzles than ever **10**
- **LIFESPAN** The expert levels up the ante nicely **9**

- **OVERALL** Quite simply brilliant. *Nemesis* creates a believable environment, populates it with a host of evil adversaries and uses Raccoon City's urban sprawl to enhance the fiendish puzzles. Breathtaking

10
OUT OF 10

REVIEW

While most of the cars can be purchased for hard cash, some of the ultra-exotic ones can only be won in races. For instance, we're still trying to unlock the sinister TVR Speed 12



DOES THIS MEAN THE ORIGINAL IS NOW A GREAT-GRAN?



Gran Turismo 2

It makes all other motoring-based entertainment look distinctly

FACTFILE



PUBLISHER	SCEE
DEVELOPER	Polyphony Digital
RELEASE DATE	February 2000
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

You can imagine the tsunami of panic that must have swept through Polyphony Digital when Sony demanded a sequel to *Gran Turismo*. Huh? Make it better? What do they want, blood?

Unquestionably THE finest racing game ever devised, *Gran Turismo* makes all other motoring-based entertainment look distinctly old-school. It offers 300 cars that you could actually buy in real life if you were rich – and, in most cases, Japanese – enough. And then there's the way those cars handle. When you play *Gran Turismo*, no longer is it enough simply to hold down \otimes and press left or right occasionally. *Gran Turismo* makes you actually drive the cars, squealing through each corner on the very limit of grip and emerging on the other side with a massive grin. Combined with car tuning and customisation options, plus graphics that make

simply watching a replay more exciting than playing most other games, *Gran Turismo* is PlayStation perfection.

Thoughts must have rushed through Polyphony's minds of ill-fated sequels of the past. *RoboCop 2*. *Predator 2*. King Edward II. Evidently not ones to balk at a challenge, however, they went into a huddle and had a long, hard think. First, they decided that although having 300 cars was great, it would be even better if there were, for example, 600 cars. But what cars? What cars indeed...

Before *Gran Turismo*, the Western world's idea of Japanese motoring was a rusty Datsun Cherry. Now, however, we know better. We know all about the electrifying four-wheel-drive Evo IV, the high-revving Integra Type R, the tiny Demio, the shark-like Supra RZ and the invincible 900-brake-horsepower Skyline GT-R. It's interesting to note that, since the release of *Gran Turismo*, companies have sprung up across

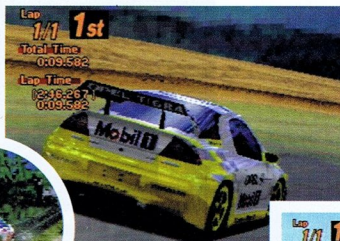
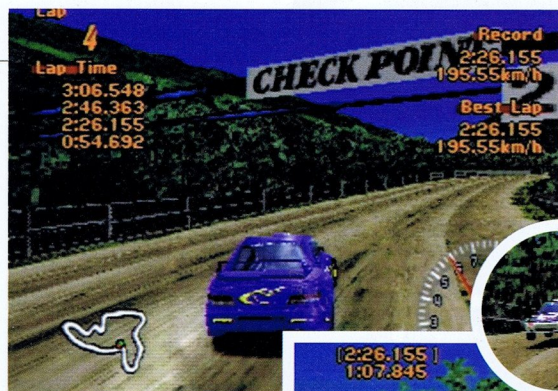
the UK importing obscure Japanese supercars to our shores.

So you'll be relieved to know that GT2 contains not just all the old Japanese cars from the original, but loads of new ones too. The Honda S2000, for example, a gorgeous new two-seater with an engine that'll happily rev to 9,000rpm. Or the excellent Tommy Kaira ZZ-S. There are also welcome updates to old *Gran Turismo* favourites – the latest Evo VI version of the Lancer, for example, and the stunning Skyline R34.

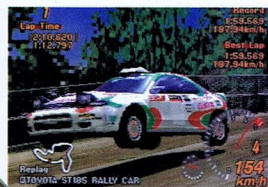
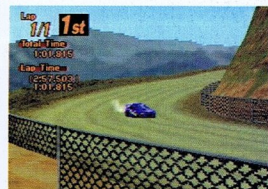
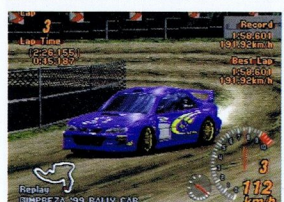
But in *Gran Turismo 2*, Japanese cars are just the tip of the iceberg. Polyphony's licensing team have been on a worldwide mission to sign up international car manufacturers. They've returned with 33 signed contracts, covering car makers from across Europe and the States.

So now you can buy the new VW Beetle if you want. Or a Ford Cougar. Or an Alfa Romeo 156. Or a Lotus Esprit. Or a BMW 328i. Or a Mini Cooper. And they all handle just like the real thing, the front-wheel-drive Alfa running its nose wide if you go too fast into a bend, and





Rallying is an all-new addition to GT2, and fabulously good fun. Forget the windscreen, you'll need to look out of the side window to see where you're going. And those gravelly sound effects are perfect.



old school

the Mini Cooper cornering like a go-kart.

But that's still not the best of it. Remember the venerable old Corvette Stingray from the first game? It has sired a whole new world of classic cars in the sequel. Now you can buy an Aston Martin DB6 – as near as dammit the car Bond drove in *Goldfinger*. You can go for a spin in an old Lotus Elan. Or how about a 22bhp Fiat 500 from 1975, in which you'll need to change down to second gear to get up hills? Or a 1971 Nissan Skyline, forebear of the GT-R? Or a Datsun 240Z, as driven by the Bionic Woman? Or a '69 Dodge Charger, à la *Dukes Of Hazzard*? They look fantastic tearing around the tracks, sunlight glinting off their chrome bumpers, and with a bit of tinkering under the bonnet they'll compete with the best of the present-day motors on offer.

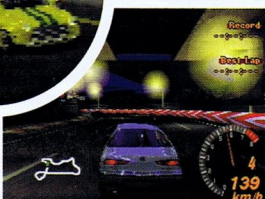
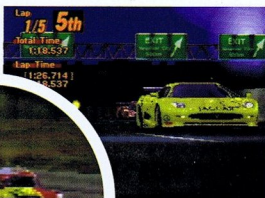
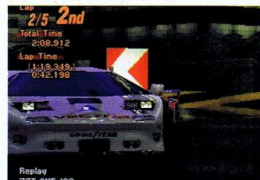
Apart, that is, from the ultra-high-performance cars you'll see sitting

temptingly in manufacturers' special departments. But these have the sort of price tags that'll take you hours of committed driving to save up for. So to begin with you'll only be able to gaze wistfully at exotica like the four-wheel-drive GT Beetle, or the so-low-it's-practically-two-dimensional Nissan R390, or the sinister TVR Speed-12, or the ►



Night time is the right time...

Just when you thought you had the measure of GT2's 28 tracks, there's night time racing. It offers the same thrills, but it's a tad scarier. Fancy racing through Tokyo at 2am? Sorted



Tyres smoke, wheels jiggle up and down over bumps, and the

► hugely bespoilered, 995bhp Suzuki Escudo. If you're looking for an incentive to win races and earn credits, here it is.

Altogether there are nearly 600 cars of all shapes and sizes, and as in the first game you can build up a garage full of your favourites and tweak and tune them to your heart's content. Engines can be uprated, suspension stiffened, clutch plates strengthened, gear ratios altered, and racing body kits added. Now you can even plug in gizmos like yaw control computers and limited slip differentials. And as before there's a test track to measure exactly how many hundredths of a second per lap you're shaving off.

Our Polyphonic pals could have left it there. But no. Where, they pondered, could all these cars be put through their paces. The tracks from *Gran Turismo* again? Seemed a shame to throw them away, so they bunged them all in. But, thinking about it, there were never quite enough of them. So they created a few more. A lot more, in fact,

bringing the total (including variations) up to 28.

And the new additions are fantastic. Laguna Seca Raceway, for example. Based on a real circuit, it winds gradually up a hill before going over a blind crest and then plunging terrifyingly downwards through a series of rollercoaster-like twists and turns. There are steep hills, too, in Grindelwald, which is set amongst mountains and isn't the place to take your 22bhp Fiat 500. The Super Speedway, meanwhile, is an Indianapolis-style oval where you'll need to set your downforce to minimum, which your gear ratios right up and try to squeeze out every last mph of top speed as you hammer four abreast down the straights. And then there are all the old favourites, like Grand Valley and the High Speed Ring, which you should be able to breeze around with your eyes closed by now.

Or... will you? You see, next on Polyphony's hit list appears to have been the way the cars handle. They haven't



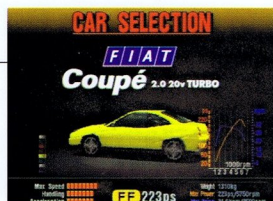
changed much, but there are subtle differences here and there. For example, although you can get cars to powerslide in the original GT, the skid tends to

peter out after a couple of seconds and isn't terribly satisfying. In GT2, however, if you hop into a rear-wheel-drive car like a Toyota Supra, hit the brakes hard before a sharp corner and crank the steering right over, you can trigger a long, delicious slide. With a bit of opposite lock you can hold it for ages without going into a spin, the tyres howling all the way. It might not be the quickest way to get around the circuit but it feels fantastic, and looks superb on the replay.

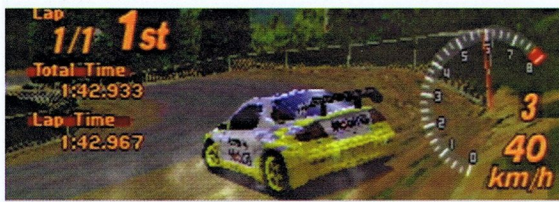
Speaking of which, GT2 is just as great to look at as its predecessor. Tyres smoke, wheels jiggle up and down over bumps, and the sun glints off polished bodywork. Squint during a replay and you could almost be watching *Top Gear* on telly.

Sound-wise, though, things really have moved on. The engine noises in the first





And the cars keep on coming... GT2 offers something for everyone from the family man to the boy racer



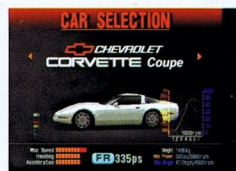
sun glints off polished bodywork

game were OK, but didn't really change much from car to car. So for GT2, our friends at Polyphony shoved microphones up the exhaust pipes of all 600 cars, and the results are amazing. The Ford GT40 crackles, the Skyline whistles, the Elise blaps up and down through its gears, the TVR Tuscan Speed Six rumbles sinisterly and the Aston Martin DB6 growls exactly like Conner's DB5. And this is all to the accompaniment of a brand new soundtrack featuring tunes from Ash, The Cardigans, Everything But The Girl, Fatboy Slim, Mansun, The Propellerheads and Stereophonics.

What else do you need to know? Oh yes. It was rumoured that you'd be able to load all your cars and race licences from your GT memory card into GT2. But in fact, all that you can carry over are your A and B licences. After that you'll need to complete a whole new series of tests, weaving through slalom courses and squealing around roundabouts to earn an IC licence, then an IB licence and finally an IA licence. And then - then - ►



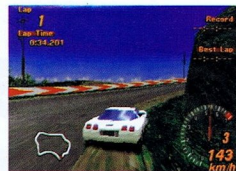
HOW TO... CORNER IMPRESSIVELY



Choose a tasty rear-wheel-drive car, like an RX-7 or a Corvette. Hammer flat out towards a dangerously sharp corner. 4x4s can work too, but front-wheel drive's a no-no.



A few yards before it, stab the brakes and steer hard into the corner. The tail will destabilise and start to swing round, but you'll continue on your original course.

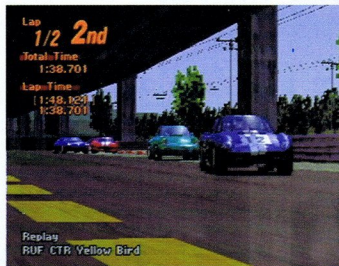


As the car slides sideways past the apex, steer in the opposite direction to stop it spinning then start to reapply the power.

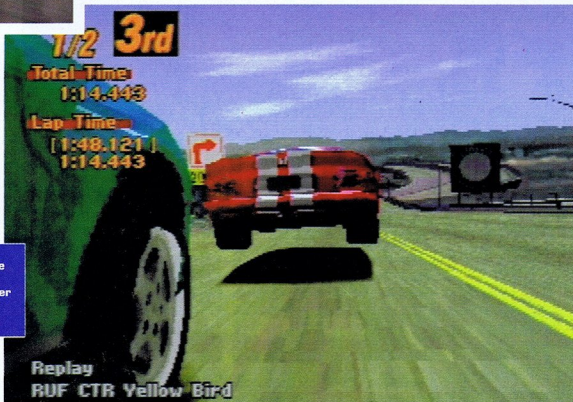


Floor it. You'll blast forwards out of the corner, just kissing the opposite kerb as the tail wags back into line and normal service is resumed.

REVIEW



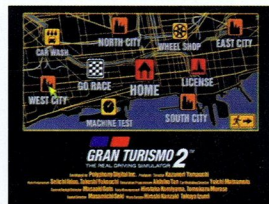
The Replay Mode is one of the undisputed highlights of *Gran Turismo 2*. Watching yourself cruise to victory or veer drunkenly round corners as you perfect your racing line is all part of the fun



Result

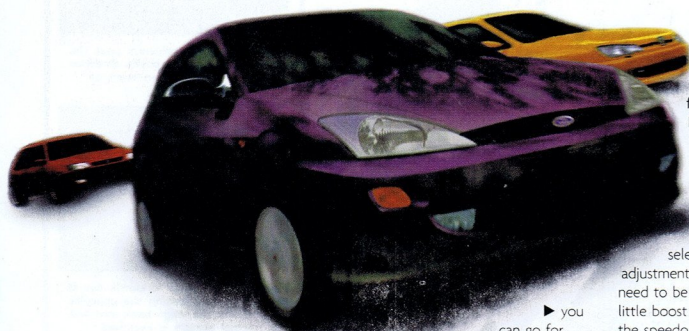
1. HONDA S2000	3:13.011
2. Plymouth PT Syder	+0.202
3. Lancia Delta HF Integrale	+1.617
4. Audi TT	+1.657
5. TOYOTA ALTEZZA RS200	+1.883
6. BMW 320i	+1.879

SPKO 153 km/h



Like your new wheels, but don't like its wheels? Then call in at the wheel shop, where you can trade in your alloys for something more eye-catching

“There's months and months of entertainment in here, for new-



► you can go for your Super Licence, after which you get the Event Synthesiser to play with.

If you want to do more than just tear around with a big smile on your face, the new game offers a much greater depth of races to enter, including an array of specialist cups – a classic car trophy to stick your Lotus Elan S2 into, for example,

or a muscle car series to show off your Ford Mustang. Many individual models have their own races, too, so you can witness the fantastic spectacle of Mazda RX-7s from the '70s, '80s and '90s going head-to-head. And, of course, it retains the original's gruelling endurance races. 90 laps of Laguna, anyone?

And there's a whole selection of infinitesimal adjustments and additions that you'll need to be a real GT nerd to spot. The little boost gauge that appears next to the speedo on turbo cars, for example. Sector times flashing up at intervals during a lap as well as an overall time at the end. Symbols overlaid on to replays to show you what you were doing with the controls. There's even an option for cars to take damage in heavy collisions, although they don't look any different and just get a bit wobbly to steer (and to be honest it's a bit annoying and you'll

probably turn it off pretty quickly). Oh, and now it comes on two discs. One is for Arcade Mode, which is the simple pick-up-and-play game with a two-player option. The other contains the full-blooded *Gran Turismo* Mode, with its extensive cups and leagues, tuning options and more realistic handling.

And, well, that's it. If *Gran Turismo* was mind-boggling, *Gran Turismo 2* offers brain-bruisingly good value for just thirty-five quid. There's months and months of entertainment in here, for newcomers and GT experts alike. It's joyous fun whether you're racing against a chum in a pair of bellowing Corvettes, or 0-60-testing a Golf GTi, or lusting after an impossibly expensive Toyota GT-One, or...or...

Blimey. We almost let you scamper off to buy it before we'd mentioned GT2's best feature of all.

Rallying.
Gran Turismo 2's dirt races are just





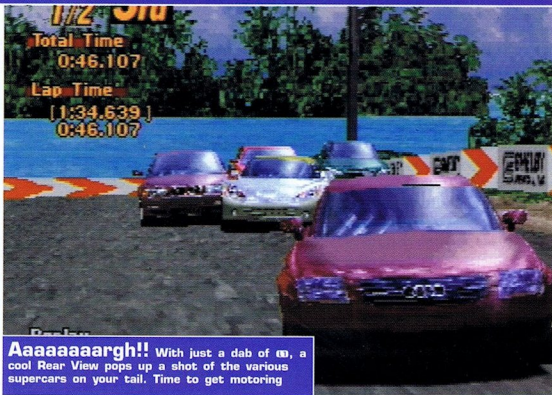
As in *GT*, the artificial intelligence adjusts the performance of the computer-controlled cars to ensure you're always surrounded by a gaggle of opponents. This adds to the excitement, but it can be odd to look in the rear-view mirror of your 1029bhp HKS dragster and see a Fiat Cinquecento hard on your tail

comers and *GT* experts alike

fantastic. They involve sliding sideways virtually the whole way round a gravelly course, the car only travelling in the direction it's pointing as it leaps from crest to crest down fast straights. The first time you try it you'll spin into a hedge within seconds – it's like trying to guide a fully-loaded shopping trolley through a crowd of old ladies. But with a bit of practice you'll find you can glide through sequences of bends with balletic grace, your tyre marks making a lovely gravelly crunching as they swing from side to side.

Somehow, some way, Polyphony have managed to improve on PlayStation perfection. *Gran Turismo 2* is an incredible game which shows just how far the console has come. Anyway. To the shops with you! ■

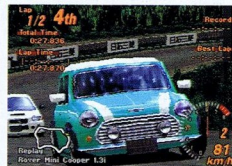
Jonathan Davies



Aaaaaaaargh!! With just a dab of **W**, a cool Rear View pops up as a shot of the various supercars on your tail. Time to get motoring

GT2

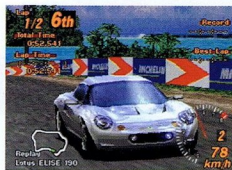
HOW TO... BE TOP OF THE CLASS



Class-C, or City Runner Class, lets you race a variety of runarounds, including the Mini Cooper 1.3i, VW Golf GTi, and Peugeot 206 GTi. All of which handle just as nimbly as you'd expect them to.



Class-B contains MD classics such as the Mercedes CLK 320 Sports, which not only looks like a huge chunk of metal, but handles like one too.



Class-A contains the creme de la creme of sports cars, including the Chevrolet Corvette Coupe and the Lotus Elise Sport 190, which simply drives like a dream.

**IF YOU LIKE THIS
THEN LOOK AT...**
COLIN MCRAE RALLY
Hone your new-found slidey skills with the
game of the Scotsman

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Magazine
VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Un-nervingly realistic, just like the original **10**
Quick 'n' fun or sublimely deep – your choice **10**
Still haven't finished *GT1*? *GT2*'s even bigger **10**

■ OVERALL
The perfect sequel to a perfect game. The staggering stats (600 cars, 28 tracks...) are backed up by a deliciously enjoyable game, even if you can't tell a 13B Type-S from a 20B Type-E

10
OUT OF 10

REVIEW

It's the PSM Spot The Ball

competition. Using your skill and judgement, place a... Hang on we forgot to airbrush the ball out. The Romanian expresses his dismay at the ref's decision by urinating on the pitch



Rahul ME

KONAMI NUTMEGS THE SOULLESS FIFA 2000 FOR A CLEAR RUN ON GOAL...



ISS Pro Evolution

Konami have crafted a control system that enables shimmies

FACTFILE



PUBLISHER	Konami
DEVELOPER	KCET
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

A single weak link can easily alter an entire team's performance. Witness the goals-against tally for Manchester United since Schmeichel was replaced by Taibi and Bosnich. Similarly, take in the withering looks from Paolo Wanchope's team-mates when the West Ham striker misses another sitter. Just one small element can make all the difference between a winning side and one that remains on the touchlines of success. Welcome to *ISS Pro Evolution*.

Make no mistake, the latest installment of Konami's kickaround is still the very best the PlayStation can offer. However, far from snatching a convincing victory from the likes of *FIFA 2000* and *UEFA Champions League*, Konami have made life hard for themselves in the battle for the top spot. Despite the stunning presentation, awesome animated touches, supreme shots and link play, *Evolution* is plagued by the one element that has stilted the series' growth since it began. As with *ISS Pro* before it, there is a

price to pay for *Evolution's* motion-captured glory. Players often stop in their tracks when possession is lost and the animation has to play catch up. This makes it impossible to regain the ball and, after repeated incidents, becomes incredibly frustrating.

Ordinarily such a minor niggle would be forgivable, but the rest of *Evolution* plays so beautifully that this one problem sticks out like Gazzà's arse. Especially since every other aspect of the game is breathtaking in terms of both realism and simplicity. Konami have crafted a control system that enables shimmies, precisely-plotted passes and 30-yard volleys. Yet this one tragic flaw means that its reign as the undisputed king of PlayStation football will probably be short-lived.

This may sound like a harsh criticism, but it's the equivalent of drawing a moustache on the Mona Lisa. It ruins a masterpiece. Otherwise, *Evolution* verges on perfection. The game spans the international stage, gathering squads from around the globe, each boasting individual skills and weaknesses. The customary

tournaments and exhibitions await, each preceded by the incredibly atmospheric use of crowd noise and cut scenes – complete with flag waving, chanting and impressive panning sequences as the teams are announced. But *Evolution* is not just about presentation – *FIFA 2000* take note – it's about skill; and in this respect it out-plays Brazil's 1970 squad.

Considering how many moves there are available, Konami deserve our thanks for keeping things to a manageable level. The joy pad's face buttons are used to exercise the usual passes, shots and attempted through-balls, while the D-pad steers the pass or adds weight to the ball. This, in itself, provides a building block for novice players. Beyond this, though, is the secondary use of the shoulder buttons. Used in conjunction with the main control method, these enable players to flight longer balls into space, cross the ball with pinpoint accuracy and pull moves straight out of the top-drawer.

It's an incredible system that only gets better with repeated play. Every aspect of



The Manchester United wall performs its intimidating 'We're putting on our top hat' Fred Astaire routine. You can almost hear the reassuring thud of leather on face, the graphics are so incredibly accurate.



And welcome to the inevitable 'Create The Village People First XI' screens



and precisely-plotted passes

control is duly handed to the player. Ordinarily, a through-ball will stand little chance of reaching its target, but by using the L1 button to hit a longer ball into space, defenders can be caught flat-footed. And the satisfaction of latching on to a long-pass (replete with a headed knock-down and side-footed shot) is incomparable. It also shows up FIFA 2000's utter lack of skill and precision.

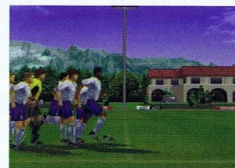
Evolution creates a new benchmark for football games and its remarkable control system is going to be a tough act to follow. Sadly, its glory is tainted somewhat by the ever-present loss of control. Nevertheless Konami is rightfully back on top of the PlayStation Premiership. And, Motty-style clichés aside, football really is the winner... ■

Steve Merrett

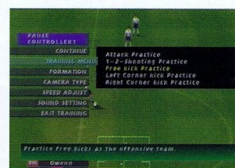


Another goalmouth farce sees Mike suffer defeat and hand Mark his third written warning of the week (Fired, like yesterday - Ed)

HOW TO... TAKE FREE-KICKS LIKE BECKS...



As the players gather in the box, key attackers are highlighted with icons relating to the joy pad buttons...



Every aspect of your game can be worked on, but ardent fans will head straight for the free kick practice options.



Kicks can be positioned from any angle, with a defensive wall lined up in front of goal. To take a kick, use the D-pad to position the ball and add bend, but never use over 55% shot strength or it will balloon over the bar.

IF YOU LIKE THIS
THEN LOOK AT...
UEFA CHAMPIONS LEAGUE
Sitting somewhere between FIFA and ISS, UEFA boasts intricate play and deft controls

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Magazine
VERDICT

■ GRAPHICS

Stunning, Brian. Fluid, large and detailed **10**

■ GAMEPLAY

Two levels of control create a game that will grow with you **8**

■ LIFESPAN

Irritations aside, apprentices will have much to learn **9**

■ OVERALL

Breathtaking in every aspect, ISS Pro Evolution effortlessly recreates the skill and tactical play of football and is only let down by its slavish reliance on motion-capture

9

OUT OF 10

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY



HELLA-COOL RACING ACTION!

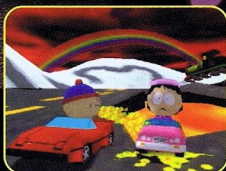
FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

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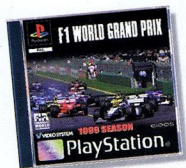


It's at exciting moments like the start that it all slows down, sadly

Here it is from a driver's-eye perspective. Assuming the driver is unusually tall, that is... The options screen and Replay Mode look good, though they takes months to load



AT 190MPH YOU WON'T KNOW WHICH WAY TO TURN



F1 World Grand Prix

“If the graphics don't finish you off, the steering will”

FACTFILE

PUBLISHER	Lankhor
DEVELOPER	Lankhor
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

FORMULA 1 '99

The latest in the long-running series, and a far cry from the grievous F1 '98

Take one last, wistful look at your right leg before embarking on a game of *F1 World Grand Prix*. Because, by the time you've finally completed a lap, you'll have gnawed it off in frustration. Why? Because while your car drives perfectly happily in a straight line, the moment it gets wind of even the gentlest of corners it goes berserk and spirals into the nearest gravel trap.

It doesn't help that you can't actually see the corners til it's too late. While the graphical detail on either side of you is fine – spectator-filled stadiums, TV cameras, moored yachts – one key area of the screen seems to have been neglected: the tiny bit in the middle that you're frantically squinting at, wondering when the next hairpin is going to appear in front of you. That remains a

fuzzy grey blur until femtoseconds before you go plunging into a concrete wall at over 200mph.

To make things worse, those stadiums and yachts seem to have had an adverse effect on the frame rate. With more than a handful of other cars on the screen it all gets uncomfortably choppy, and gives little suggestion of how fast you're going. On reaching a chicane at Hockenheim you can brake to what feels like 40mph only to glance up at the speedo and realise you're still doing 150 and you're going to die. And, if the graphics don't finish you off, the absurdly over-sensitive steering will.

There is a cure for all this. Switch from Simulation to Arcade Mode, whereupon it's virtually impossible to spin out. But then it's just plain dull – like *Ridge Racer* with incredibly dodgy

graphics, boring scenery and all the tracks already unlocked.

All of which is a shame, because there's a potential *Formula 1 '99* beater buried in here somewhere, struggling to get out. The cars feel impressively solid, and look highly authentic as they whoosh down through Eau Rouge. There's an excellent Replay Mode, and a neat helicopter fly-by to introduce each new course. And the 1999 stats couldn't be more up to date without intervention from Mystic Meg.

If you know every F1 track off by heart, and have a fairy-like delicacy on the steering, it's conceivable you'll get something out of *F1 World Grand Prix*. But *Formula 1 '99* would be a far better bet for the vast majority. This'll just leave you hopping mad. ■

Jonathan Davies

OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	So fuzzy and jerky you can't even steer properly 5
GAMEPLAY	Too frustrating to be fun 4
LIFESPAN	Can you stick with it for a whole season? 6

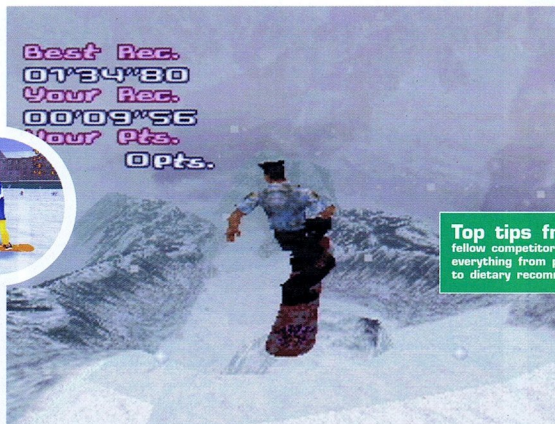
OVERALL
Given the choice, you'd be far better off going for *Formula 1 '99*. *F1 World Grand Prix* is a frustrating combination of poor graphics, bad handling and wasted opportunity

5

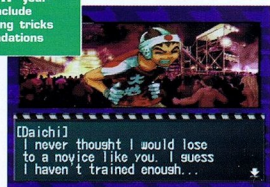
OUT OF 10



The scenery looks a little drab compared to the likes of *Cool Boarders 3*. A *Resident Evil* level would have been a nice addition. Perhaps



Top tips from your fellow competitors include everything from pulling tricks to dietary recommendations



STYLISH SNOWBOARD SIM UNLEASHES A HIDDEN EVIL...



Trick 'N' Snowboarder

“Guiding the hapless zombie cop down the piste is a laugh”

FACTFILE

■ PUBLISHER	Virgin
■ DEVELOPER	Capcom
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...
TONY HAWK'S SKATEBOARDING
Similarly credible board trickery, but this time on wheels

Snowboarders are taking over the world. Indeed, if any flakes fall in your local park this winter, rest assured that somebody in a Gore-Tex jacket will immediately appear and attempt an indy nosebone or somesuch. These days, there are even slopes in Japan, the mountains in the north being on the same latitude line as Oregon. How does *PSM* know such minutiae? It's just one trivia gobblet spat forth by Gale Parker, in-game coach of *Trick 'N' Snowboarder*.

Trick 'N' Snowboarder is yet another snowboarding game which ticks all the required boxes. Yes, there are branded boards. Yes, there is a hip-by-committee soundtrack. Yes, there is much bandying of gnarly slang. However, you may have noticed from the pre-release hype that *Trick 'N' Snowboarder* harbours three

hidden characters from a certain other Capcom series, *Resident Evil*. As you might have guessed, guiding *Resi*'s hapless zombie cop down the piste is a laugh, but you can't help feeling that Leon and Claire are rather belittled by their appearance here. They are heroes after all, and asking Claire to perform a 360° back flip feels a bit like enjoying Nelson Mandela being hit with a rubber mallet on *It's A Knockout*. [Huh? - Ed] Gimmicks aside though, is this rad or just trad?

It's actually a well-packaged, good-looking, highly-playable game. Scenario Mode places you under the tutelage of the aforementioned Gale Parker, who won't ever reward you with a smile for your efforts, but will escort you to the world's finest snowboarding venues. On each course you are "filmed" at specific jump points, where you must pull the

required tricks using the basic but effective combo method. Like all the best Story Modes, you learn as you progress. Occasionally, a chirpy caricature will lay down a wager (announced with the legend "Here Comes A New Challenger!"). By scoring a more impressive trick at a particular jump, for example, points will be added to your boarder's speed, skill and balance ratings. Courses are designed without excessive novelty, although you will be asked to leap over a speeding train and dodge the All Blacks rugby team in New Zealand. Half-pipe and slalom courses provide more traditional variety.

Trick 'N' Snowboarder doesn't particularly stick out from the ever-increasing heap of snowboarding games already available but should still help pass the long winter nights. Zombies and all,

Sam Richards

OFFICIAL UK
PlayStation
Magazine
VERDICT

■ GRAPHICS	Smooth enough, but no alpine splendour 6
■ GAMEPLAY	Well-designed courses count for a lot 7
■ LIFESPAN	A good reason not to brave the real-life winter 7

■ OVERALL
Better than *MTV Snowboarding* but lacks the racing thrills of *Cool Boarders 3*. And if you're tickled by the idea of a zombie doing a tail grab, then purchase forthwith

7
OUT OF 10



Fairly impressive graphics, but let down by the fact that the entire game's on train tracks. Gulp



Mindless shooting your bag? This game might well be up your street then, but it's so hard that only die-hard fans of the *Space Invaders* vibe will be happy with it

PROTECT THE SOLAR SYSTEM AGAINST ALIEN AGGRESSORS. HEY, WHAT A CRAZY IDEA



Space Debris

“Your task is a frenzied nightmare of shooting and swerving”

FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	Rage
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

COLONY WARS: VENGEANCE

The best space combat game on the PlayStation. Challenging and compelling

Ah yes, we've been here before. An alien force is threatening mankind and you, as a top space pilot, must fight them off single-handedly. *Space Debris*, an on-rails 3D shoot 'em up, contrives to build some animated plot sequences around this basic concept, but you don't need to know the details. Your job is to shoot now and not bother asking questions later.

For those unfamiliar with the term 'on-rails', it means you can move your craft up, down, left and right, and you can control your speed by boosting and braking, but you can't control the actual route your craft takes as it blasts its way through wave upon wave of enemy craft. Which, believe me, is a good thing. This is no Sunday afternoon shooter – the level design uses highly persistent baddies, and

crumbling, tumbling, revolving, opening and closing scenic features to make your task a frenzied nightmare of shooting and swerving.

There are energy pick-ups and weapon power-ups for you to collect along the way, but when you've got a screenful of assorted spaceships to blast, not to mention large bits of flying metal to avoid and narrow tunnels to navigate, the last thing you want to be doing is checking the A-Z.

And as if that wasn't enough, the standard zoom-along-and-shoot-things levels are interspersed with free-roaming, arena-based challenges. These require you to stop giant robots destroying a moon base, for example, or to blow up the power supply to a nuclear generator. Success demands you plot your own flight paths and learn to use the bank

left/right and boost/brake controls with *Top Gun*-like authority.

All this alien-bashing diversity amounts to a challenging, frustrating, and sometimes exhilarating tour around the space shoot 'em up genre. It's far from original (so many elements have been borrowed from classic SNES title *Star Fox* that we experienced a definite sense of *deja vu*) and it's bloody tough. You'll also find your fingers starting to seize up after a couple of hours play, thanks to sheer button-bashing stress.

Space Debris is a decent enough stab at a difficult to balance game style. Yes, it's basically just a mindless shooter, and that rarely satisfies modern gamers, but it does have some lovely explosions and a few nice twists. Worth a look if you like straightforward blasters. ■

Keith Stuart

OFFICIAL UK
PlayStation
Magazine

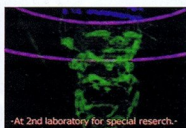
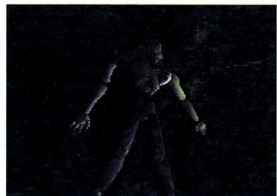
VERDICT

- GRAPHICS The impressive effects enliven the standard space setting 7
- GAMEPLAY Shoot, shoot, shoot, swerve, shoot 6
- LIFESPAN Tougher than Lennox Lewis, but you won't come back after completion 6

■ OVERALL
Space Debris is a solid and extremely-challenging space shoot 'em up, but the whole concept looks a touch dated these days. Still a good blast for anyone who enjoyed *Space Invaders*

6

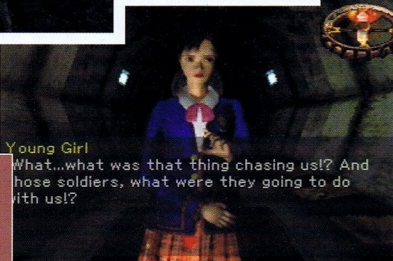
OUT OF 10



-At 2nd laboratory for special research-

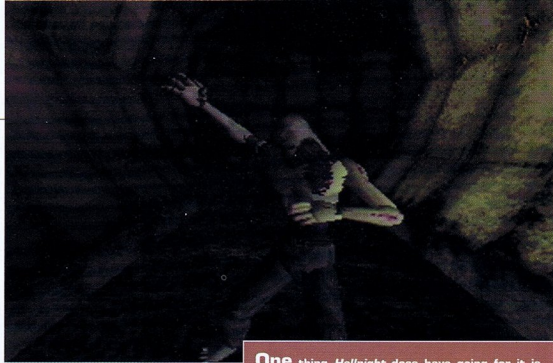


Two parts *Resi*, one part *Doom* and a smidge of *Myst* sounds OK, but *Hellnight* isn't as clever as it thinks it is. And cue Naomi...



Young Girl

What...what was that thing chasing us? And those soldiers, what were they going to do with us?



One thing *Hellnight* does have going for it is atmosphere. Or are these just murky shots?



Naomi: "What? What's going on..."



CORRIDORS, ASSISTANTS, SLOW-MOVING MONSTERS... IT'S *DOCTOR WHO* - THE GAME!



Hellnight

"You find yourself in a subterranean city populated by dropouts"

FACTFILE

■ PUBLISHER	Konami
■ DEVELOPER	Atlus
■ RELEASE DATE	Out now
■ AGE RESTRICTION	15 and over
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...
DINO CRISIS
Jurassic-flavoured monster pursuit

Traditionally, videogames have set our pulses racing without really bothering with any of our other functions. Of course, the rise of the PlayStation changed all that. Games such as *Resident Evil* and *Dino Crisis* have proved that wet pants can be every bit as addictive as numb thumbs. However, survival horror has been obsessed for too long with *Resi*'s fixed-camera shocks. Only Konami's *Silent Hill* has attempted to evolve the genre. Until now. Konami are attempting to take horror to the next stage with *Hellnight* - a game that defies categorisation.

Coming across as two parts *Resi*, one part *Doom* and one part *Myst*, it is utterly unique. As an unnamed cop in some *Blade Runner*-esque Neo-Tokyo, you get trapped underground following

an attack by a hideous mutant thingy. You have to protect Naomi, a young girl who fulfils the *Doctor Who*'s assistant role of explaining everything that's happening and screaming at all the right moments. Pursued through the sewers by the creature, you find yourself in a subterranean city populated by juvenile dropouts. Government plot, anyone?

Hellnight is a bizarre mix of styles. The wandering-around section of the game is done in real-time from a first-person perspective. But then the action freezes to allow tragically-static characters to pop up and have text-only conversations with you. Meanwhile, entering rooms coughs up pre-rendered images, which you can comb in an adventure game-style for equipment and clues to the overall plot. Luckily, proceedings are livened up by the constant threat of The Monster. Atlus are

to be congratulated for trying something different with *Hellnight*. As an experiment in terror it's relatively effective, with you dashing headlong through endless corridors, pursued by the shambling beast, its heavy footsteps hammering into your joypad. However, was it really beyond Atlus' abilities to throw in some animated characters, or make the non-corridor locations 3D?

And, when you strip away the bewildering maze structure, *Hellnight* is depressingly linear. This wouldn't have mattered if you were really able to get into it, but unfortunately the atmosphere is spoilt by low production values and component parts which fail to gel. Ultimately, *Hellnight* is a game which hints at the potential of videogame horror, but can't deliver it. ■

Paul Rose

OFFICIAL UK
PlayStation
Magazine
VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Some nicely-detailed 3D locations, marred by sloppy 2D

A bizarre mix which never really gels

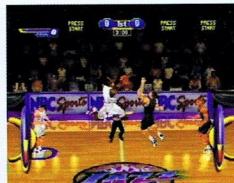
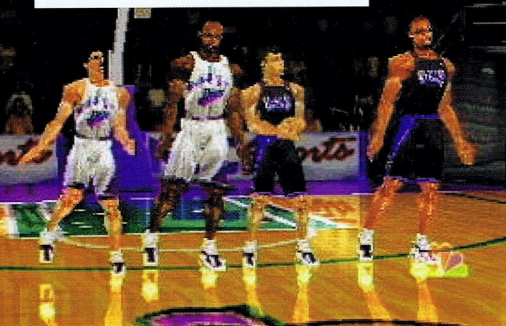
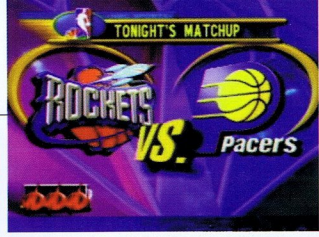
Large but linear

OVERALL

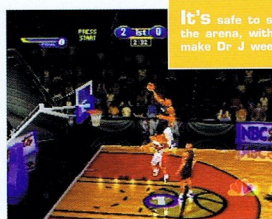
Occasionally scary, but mostly just messy. *Hellnight* tries something new, but fails to pay enough attention to the basics. Its poor-execution and linear plot let it down

6

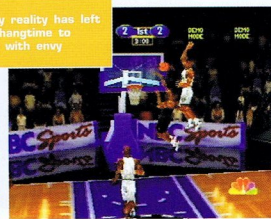
OUT OF 10



This is no game for b-ball purists, with its big heads and bigger dunks. Like Midway's similarly-bonkers NFL Blitz 2000 or Ready 2 Rumble? This game's for you



It's safe to say reality has left the arena, with hangtime to make Dr J weep with envy



MIDWAY SERVE UP MORE BASKET CASES - BUT HOLD THE JAM



NBA Showtime

“The emphasis is on arcade action over realistic gameplay”

FACTFILE

PUBLISHER	Midway
DEVELOPER	In-house
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£34.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS THEN LOOK AT...
NFL BLITZ 2000
Even better multiplayer American Football lunacy from Midway

Easketball games don't generally travel well. British gamers, having been force-fed football sims until their eyes bled, have little time for a game in which two teams of tall men attempt to throw a super-bouncy ball into a butterfly net with a gaping exit wound. Regardless, Americans can't get enough of their globe-lobbing giants, and so a whole lotta basketball games tend to filter down to an indifferent reception in Europe.

Many of these games come from Midway, via its long-running NBA Jam franchise. NBA Showtime is essentially NBA Jam CVXIII, which means you get a fast-paced, two-on-two basketball game with the emphasis on exaggerated arcade action over stat-ridden, realistic gameplay. In addition, Showtime retains

Jam's tendency to overload the game with ludicrous hidden characters. Crowd-pleasers like the Blokes With Exceptionally Big Heads and team mascots are particularly conspicuous.

Such antics may come as something of a surprise to anyone brought up on Electronic Arts' straight-laced sports sims. Showtime's front-end is minimalist at best, and the options are virtually non-existent. If you go looking for league tables and Championship Modes, you'll still be searching this time next year. NBA Showtime is basketball played strictly for laughs, and its bells and whistles are hidden deep within the game.

What Showtime lacks in detail, it more than compensates for in showy moves, speedy action, and multiplayer larks. Frankly, if you and three mates can hook up to a PlayStation, then you'll find

yourselves playing one of the best multiplayer sports games around. It may only be two-on-two, but the lack of AI players works to limit confusion, and increase the essential competitiveness.

However, NBA Showtime isn't without its flaws. The graphics, in particular, are chunky; and certainly not as smooth as most of the other basketball games out there. Perhaps the detail has been sacrificed in favour of speed and playability, but, coupled with the bare-ass front-end, it just looks sloppy.

Still, if you're happy to sacrifice looks on the altar of action, and can put aside your basketball prejudices, you'll be rewarded with a frantic, tongue-in-cheek sports game that revels in impudent excitement and leaves the earnestness to the Americans. ■

Paul Rose

OFFICIAL UK
PlayStation
Magazine
VERDICT

- GRAPHICS Slightly blocky, but swift enough **6**
- GAMEPLAY Fast and frantic, but lacking thrills **7**
- LIFESPAN Tons of secrets to unlock **7**

OVERALL
What it lacks in realistic options and polished graphics, it makes up for in gameplay and laughs. NBA Showtime is one of the most enjoyable multiplayer games around

7
OUT OF 10



Bombs away... The fly-by-night missions are probably one of the best things about the game. During the day the amount of mock fogging is such that it renders the game virtually unplayable



EVER WISHED FOR A PC-STYLE FLIGHT SIM ON PLAYSTATION? NO, NEITHER HAVE WE



Ace Combat 3 Electrosphere

“It aims to deliver the nose-to-tail joys of dogfighting, without

FACTFILE



■ PUBLISHER	SCEE
■ DEVELOPER	Namco
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£24.99
■ NUMBER OF PLAYERS	One

While the PlayStation is undeniably the most versatile, all-round games system currently available in grey, it was never designed for flight simulations. True, Sony's console can belch out hundreds upon thousands of texture-mapped polygons per second, so creating a realistic, rolling battlescape is not a problem. Nor is drawing the F-16s, F-15s and other billion-dollar fighter jets that thunder over it, all diving and wheeling across unfriendly skies criss-crossed with missile trails and scarred with sparks of anti-aircraft fire. What the PlayStation can't do is accurately model a modern military fighter aircraft.

But as Namco have illustrated with their fly 'n' fight *Ace Combat* series, you can attempt to fake the plane game by

distilling the aerial thrills into an arcade-orientated, shoot 'em down. Set in the near future, *Ace Combat 3* aims to deliver the nose-to-tail joys of dogfighting, without worrying about the finer points of physics or issuing a manual the size of a small novel. On the one hand it neatly mimics the visual detail of a PC game, with nice touches such as animated wing flaps, lens flare and excellent ground detail. On the other, *Ace Combat 3* is all about instant and accessible action – from sweeping dogfights above sprawling futuristic cities to strafing gun emplacements encircling enemy bases.

Simplicitic and straightforward, *Ace Combat 3* basically consists of a variety of one-off missions, playable in an assortment of hi-tech fun-planes. You don't have to know the principles of air combat. You don't have to understand

how to navigate between two waypoints. Whereas a real F-16 typically has a payload of six air-to-air missiles, Namco's F-16 can invisibly carry upwards of 80.

While you can only pilot the famously-delayed Eurofighter during the game's early missions, the more sorties you complete, the greater the number of new aircraft you can unlock. The planes, including the F-15, F-16, MiG-33, SR71 Blackbird, and a futuristic spaceplane. Each have their own *Ridge Racer*-style ratings – attack, power, mobility, stability and defence. Thus the F-16 is more agile and mobile than the F-15, but lacks the latter's sturdy defensive shell. Equally, while the SR71 Blackbird is the fastest plane of the bunch, it handles with all the aerial grace of a hang-gliding heffer. While were listing its good points (and there aren't many), *Ace Combat 3* also

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VERDICT

■ GRAPHICS

Superb rolling hills, valleys and detailed cityscapes **8**

■ GAMEPLAY

An undemanding 3D shooter with a military theme **1**

■ LIFESPAN

One day's play for £25? It makes no sense **1**

■ OVERALL

Namco prove that yes, you it is possible to recreate PC-style flight sim graphics on the PlayStation. But, unfortunately, they forgot to include a game to go with them

3

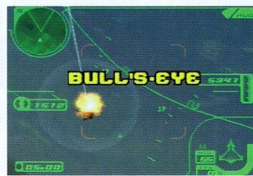
OUT OF 10

Ace Combat 3

HOW TO...

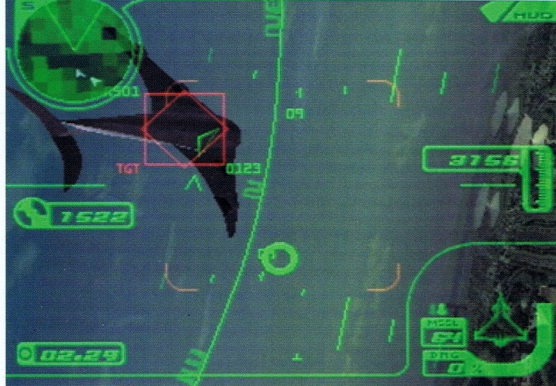
FIRE AND FORGET

Shooting down enemy aircraft in *Ace Combat 3* is a simple matter of performing a turn-and-chase manoeuvre. When you first encounter a target, it will typically be heading straight at you. Don't waste your missiles straight away. Aim to fly slightly to one side of the plane as it approaches you.



As you pass it, hit your airbrakes (L1) and turn your craft round 180°. As soon as you see it, hit the afterburners (R1) to move into missile range.

The enemy plane should still be moving away from you. Adjust your flight path to keep its tail facing you and lose two missiles as soon as you get a lock.



The sheer amount of information on the screen swamps the gameplay itself. You can't see the targets and end up relying on virtual instruments, rather than seat of your pants flying



worrying about physics

intersperses the missions with the odd cut scene or interactive test, challenging you to land on a pitching carrier deck or rendezvous with a tanker aircraft for some mid-air refuelling.

But, like *Ace Combat 2* before it, this sequel-too-far is repetitive, uninspiring and undemanding. While the missions vary in design and content (from destroying parachutes and tanks to blasting satellites in low Earth orbit), AC3's mix of air and ground gun-foolery depresses with each passing mission. Each featured aircraft, while different in name and shape, handles with the same up/down/left/right simplicity – afterburners to speed up, airbrake to slow down, rudder controls to perform a *Quake*-style aerial sidestep. Enemy aircraft can easily be dispatched with a simple turn-and-chase manoeuvre, while the ground targets might as well be protected by peashooters considering how much damage the surrounding AA batteries can inflict on your aircraft. As such, your biggest problem is to avoid running into the ground (although your

plane can bounce at least once if you misjudge a dive). Despite its three difficulty ratings (Easy, Normal and Hard) there's nothing ace about *Ace Combat 3*. Ultimately, if you stay in the air and point your chosen aircraft at the designated targets, you can finish each mission in about five minutes, no matter which difficulty level you play on.

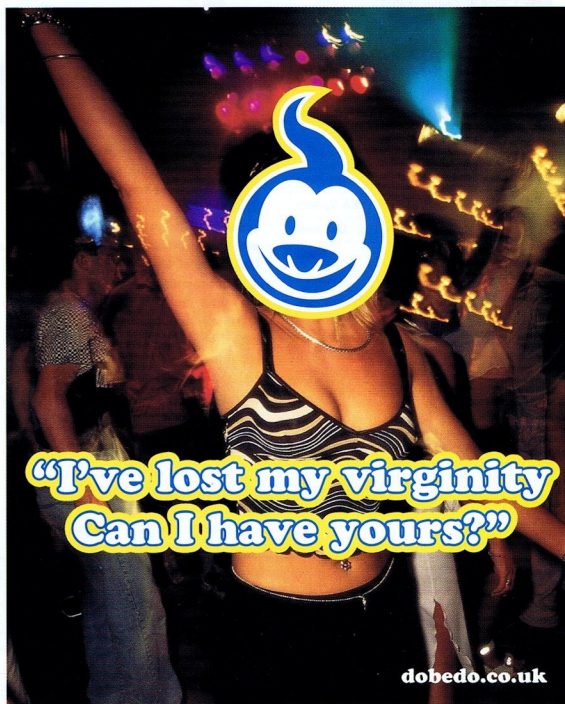
We had hoped for a little more depth and a touch more intelligence to the computer AI. But, despite its good-looks and PC-style flight sim facade, you'll be lucky if *Ace Combat 3* lasts you more than a day. ■

Dean Evans

IF YOU LIKE THIS
THEN LOOK AT...

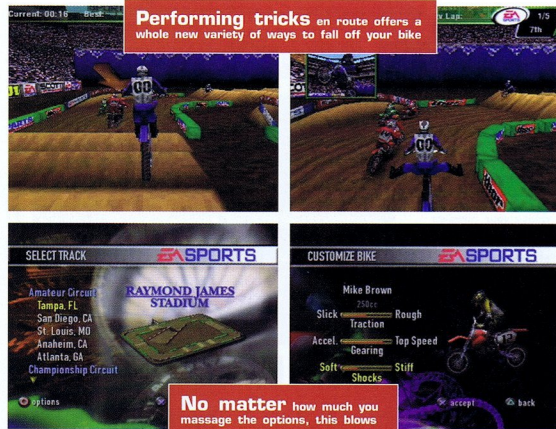
EAGLE ONE:
HARRIER ATTACK

Out soon, and could move the genre forward



"I've lost my virginity
Can I have yours?"

dobedo.co.uk



ALL THE THRILLS AND SPILLS OF SUPERCROSS. WELL, THE SPILLS, AT LEAST...



Supercross 2000

“Your ride may lean like a superbike, but it turns like a heffer”

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	EA Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...
CHAMPIONSHIP MOTOCROSS
Provides the kind of knockabout fun that's often missing in bike racing sims

Launching yourself skywards on a popping, screaming two-stroke trailie must be a big old rush. Discounting the possible split knuckles, fractured fibula and likely spinal damage, motocross has to be one of the most exciting motor sports around.

And it takes a game of this calibre to make you realise that it's a racing experience which could be brilliantly recreated in videogame form – mostly because *Supercross 2000* isn't anything like such a game. As it stands, it's almost there in so many important departments, only to dash your hopes with a number of glaring flaws.

What's one of the most important things you do on a bike? Turn. And yet this most basic of functions has been botched by naff game mechanics. Take a

tight corner and your ride may lean over like a superbike, but it turns like a herniated heffer. It isn't realistic, but more unforgivably, *Supercross 2000* doesn't even play well because you feel cheated by said poor physics every time you try to take a corner.

Similarly, the bike and rider's reactions to the forces acting upon them are neither sufficiently credible nor satisfyingly spectacular. When you fluff a gutsy stunt, you want to be wiped out on a grand and staggering scale. What you don't want is a shameless display of bad physics. Hit a wall at full pelt and all too often you'll simply grind to a sudden halt. But accidentally clip another rider at low speed and you've every chance of being tossed into the air like a rag doll. It doesn't make any sense and it's vein-poppingly frustrating. The two main

modes of the game are race and freestyle based. You'll probably end up spending most of your time in freestyle, as the racing option can be plain demoralising – try racing around the tightest course known to man when you've got the turning circle of an oil tanker. Or on second thoughts, don't.

Freestyle offers more yuks-per-hour, if only for a short while. You'll soon tire of the exceptionally-limited range of stunts and tricks, though, and the inevitable running commentary, so beloved of EA sports sims, is enough to make you bite your controller in exasperation.

Even the selection of courses, riders and bike setup options don't redeem *Supercross 2000*. The poor design mars all potential enjoyment. Do yourself a favour, and steer well clear. If you can.

■ Bickham

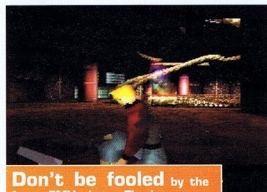
OFFICIAL UK
PlayStation
Magazine
VERDICT

GRAPHICS	They do the job, in their clunky, blocky fashion 6
GAMEPLAY	Let down by some extremely irritating oversights 4
LIFESPAN	Good for about an hour's angry twiddling. Keep that receipt 2

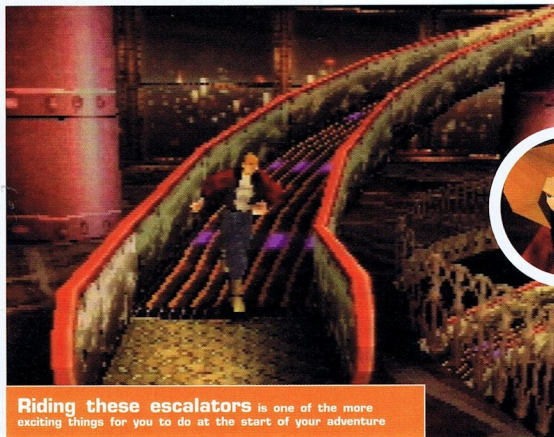
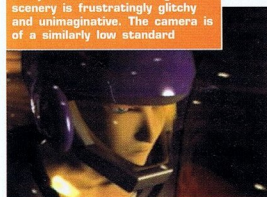
OVERALL
Supercross 2000 fails as both a racing game and a stunt game due to its exceptionally poor design. Extremely disappointing and best off avoided, even if you're a big motocross fan

4

OUT OF 10



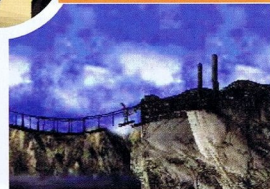
Don't be fooled by the fancy FMV shots. The in-game scenery is frustratingly glitchy and unimaginative. The camera is of a similarly low standard



Riding these escalators is one of the more exciting things for you to do at the start of your adventure



Few of the characters are particularly strong or original. Here we see Mrs Token Unconventional Busty Bird along with Mr Slightly Moody Hero



HOW DO YOU FOLLOW FINAL FANTASY? BY IMPORTING SOME OF THAT MANGA VIBE...



Overblood 2

“Imagine a pale imitation of *FFVII* with its heart ripped out”

FACTFILE

■ PUBLISHER	PBH Systems
■ DEVELOPER	Riverhillsoft
■ RELEASE DATE	Out now
■ AGE RESTRICTION	15 and over
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...
FINAL FANTASY VIII
 One of the best games of all time. A must have for any RPG fan

The threat posed by cloning can't be underestimated. Forget Dolly the sheep, it's videogames that really suffer from indiscriminate body forging. Attempting to improve upon successful titles is nothing new, and clones often create desirable mutations that nudge gaming technology forward. But this Darwinian selection method also spawns a lot of doomed offsprings. Come in *Overblood 2*, your time is up.

Imagine a pale imitation of *Final Fantasy VII* with its heart ripped out. From the Cloud-quiffed main character and the dystopian planet kept alive by city-sized machines, to the external pre-rendered environments, so much of *Final Fantasy VII* has been transplanted to *Overblood 2* that you're tempted to check your old copy to see if it has been

nicked. Is *Overblood 2* at least a stronger, faster, fitter clone? Sadly, no.

It has only got a few new moves, most notably a free-camera 3D view and real-time combat. Most tragically of all, though, the compelling RPG elements have been ditched in favour of action adventuring. A poor design choice that turns *Overblood 2* into the videogame equivalent of the Dodo. While the 3D view is ambitious, it's jittery and riddled with collision problems. Puzzles are obscure, so you can easily wander around for ages without triggering the right piece of FMV. Combat is clumsy, and lacks either the grace of a *Tomb Raider* or the impressiveness of *FFVII*. But it's the terrible localisation that finally ruins *Overblood 2*.

True, it's hard to bring epic Japanese adventure games to the West, but that doesn't make it alright to do it badly.

Overblood 2's dialogue is so bad it's hilarious. In the opening sequence, a thigh-booted, Asian cyber-minx wonders, literally, what she'll buy Auntie Jane for Christmas. It's absurd and destroys the atmosphere from the start. As does the scene-setting background story which begins, "Since the event known as 'the sudden death of the earth', all life on Earth has become totally reliant on air cooling machines. It is 215AD in the run up to Christmas and East Edge is looking particularly colourful."

If you're rich and you like your humour black, you might enjoy a game laced with such nonsense. Most of us, spoiled by atmospheric games such as *Square's* classic or *Silent Hill*, will find nothing worth exploring here. And certainly nothing worth cloning. ■

Owain Bennallack

OFFICIAL UK
PlayStation
 Magazine
VERDICT

- GRAPHICS Detailed pre-rendered scenes but a glitchy 3D camera **6**
- GAMEPLAY Bereft of both atmosphere and excitement **3**
- LIFESPAN Could drag on for ages if you wanted it to. You won't **5**

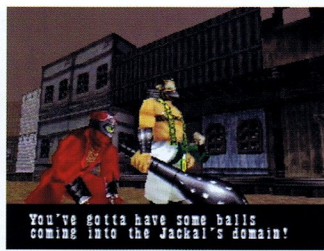
- OVERALL *Overblood 2* is not so much a poor man's *Final Fantasy VII* as a rich man's lavish waste of 30 quid. Lacking in both atmosphere and playability, it's best avoided

4

OUT OF 10



Evil scarecrows make particularly ineffective opponents – even in great numbers



You've gotta have some balls come into the Jackal's domain!



Take out ninjas Indy-style if all of their fancy jumping around and sword swinging gets a bit irritating. Which it will

FAR EAST MEETS WILD WEST IN A MYSTIC BLEND OF SLASH 'EM UP/SHOOT 'EM DOWN



Rising Zan: The Samurai Gunman

“It's a pick 'n' mix of, well, lots of other PlayStation games...”

FACTFILE

PUBLISHER	Agetec
DEVELOPER	UEP Systems
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

TENCHU
Similar feel, only more polished, more adventure-oriented, and much more fun

Together at last: guns and swords. Meet Mr Zan – raised in a rough and unholy saloon town, he took a few years out to hop over to Japan and back up his sharp-shooting skills with some typically-honourable tutoring from a mysterious Samurai master. He returned to find his patch overrun with a curious crew of ninja thugs and fighting men made of wood – a bit like the bloke in *Tekken*. Time then to take out the trash with special sword moves and fancy trigger-palming cap-popping.

Sound good? Well, it could have been. *Rising Zan: The Samurai Gunman* is a pick and mix of, well, lots of other PlayStation games, panel-beaten into a charming, but uneven, new shape. It's basically an inferior *Tenchu* with a new setting and an extra weapon. Its Japanese

origins are betrayed by the emphasis on RPG-style plot interludes (big bad guys with booming voices giving it plenty of, “You're better than I thought, kid. Now prepare to die...”) and some deeply-twisted attempts at dramatic impact (“Prepare to face... Super Wood Man!”).

But beneath the variety of blade-flailing and gun-smoking options, the combat is more like *Tomb Raider*'s hit-and-hope style. However, if you resist the temptation to simply bash the buttons and actually try to link moves together with a bit of originality, Zan earns more hero points. These boost his speed and sword power. The action is also packed with satisfying comic violence – particularly the ludicrous geyser of blood which spews out of a freshly bisected baddie's twitching lower half. The levels are generally pretty linear and missions

range from disappointing Get-From-A-To-B-And-Kill-Everything yomps, to the surprisingly lateral and puzzley.

It's this inconsistency that makes *Rising Zan* such a disappointment. Gamers weaned on more complex games such as *Metal Gear Solid*, *Syphon Filter* or *Medal Of Honour* won't be able to shake the feeling that they're slumming it. The impressive sense of speed and action has been marred by the messy graphics and jerky 3D. What's more, thanks to the imprecise control system, any sections requiring accurate jumping are a trial-and-error nightmare.

Fair play to UEP Systems for at least trying to come up with something new, but, despite the funky feel, excellent plot and occasional flashes of brilliance, *Rising Zan* is nothing special. ■

Andy Lowe

OFFICIAL UK
PlayStation
Magazine

VERDICT

- **GRAPHICS** No slowdown, but plenty of ropy textures and a general lo-fi feel **5**
- **GAMEPLAY** Immediate and accessible, but suffers from sameness **5**
- **LIFESPAN** The save option lets you take it easy, but it's not one to come back to **5**

- **OVERALL** Highly-flawed attempt at a fresh crossover. Engaging quirks like the blood and questionable language (“You are Super Sexy Cool Hero!”) soon pall behind the basic gameplay and remedial visuals

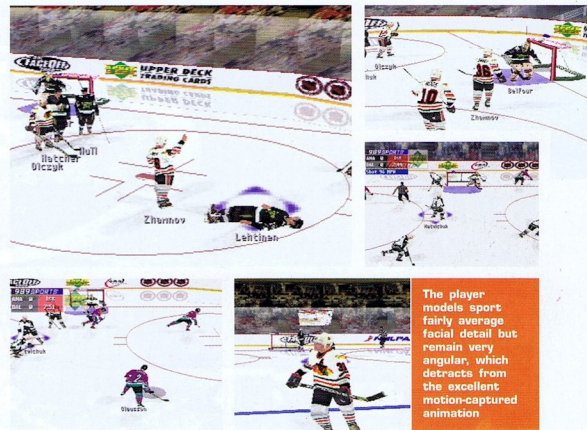
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OUT OF 10

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REVIEW



SONY BODYCHECK EA IN THE NEW COLD WAR. JOLLY HOCKEY STICKS THIS ISN'T



NHL Face Off 2000

“There’s a surplus of violent checks and one-on-one fights”

FACTFILE

PUBLISHER	SCEE
DEVELOPER	Solworks
RELEASE DATE	March
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to eight

IF YOU LIKE THIS
THEN LOOK AT...
NHL CHAMPIONSHIP 2000
This game's main rival in terms of both AI
and authenticity

As a nation we may be rubbish at ice hockey, but we can still appreciate that it contains all the ingredients necessary to make the ideal videogame sport. The speed, the violence, the crazed slapping in front of goal... Truly, this is excitement. Something which explains why so many NHL branded games wash up on our fair weather shores.

NHL Face Off 2000 is the latest to cross the pond and offers all the usual puckery, plus a management section that lets you sign, release and trade players between teams. If you want to, you can add to the rosters with players of your own creation, allocating points to various stats (you can even ramp up your aggression and fighting skills).

There's much to satisfy, even if you aren't in it for the authenticity, with

various pre-game renditions of The Star Spangled Banner, plenty of Wurlitzer ditties, a surplus of violent checks and controllable one-on-one fights.

Superbly, fighting forms a kind of sub-game, with four buttons controlling ducks, slaps, uppercuts and blocks. It's an amusing diversion that adds extra venom to multiplayer games, but doesn't dominate the play. The sound effects are great, genuinely recreating the ambience of a stadium rink. The player cards also make for a fascinating study of the mullet haircut in 20th century team-based sport.

But it's the new I.C.E. Artificial Intelligence that gives the game its main edge over EA's NHL 2000. CPU opponents now camp in front of the net, waiting for redirected passes, while defensive players make unpredictable rushes into the offensive zone and circle the box during

penalties. The enhanced AI is most noticeable in the goalies, who make a fantastic variety of saves, including glove, stick, chest, kick and block. They will do anything to cover the goal, sprawling sideways and even lying on their backs to smother a rogue puck. This makes scoring a real challenge and you have to learn the extensive range of shots, such as slap shots, snap shots, fake shots and redirected shots to fool the Michelin-styled goalie and stick one in the net.

Unfortunately, Face Off 2000 looks terrible. Despite 150 motion-captured animations the graphics really let the game down. Where NHL 2000 boasts stylish reflections, Face Off can only muster dull four-way shadows cast by the floods. It's certainly fast, real and raw, but it's no great beauty. ■

Steve Brown

OFFICIAL UK
PlayStation
Magazine
VERDICT

GRAPHICS	The most disappointing aspect of the game	5
GAMEPLAY	In-game strategy switching and a host of shots, saves and checks	8
LIFESPAN	Longer if you can be bothered to get into the management	7

OVERALL
Top sounds and realistic play, but unfortunately the graphics undermine the animations somewhat. The fighting options make for fun multiplayer sessions, though, and it's undeniably ace fun

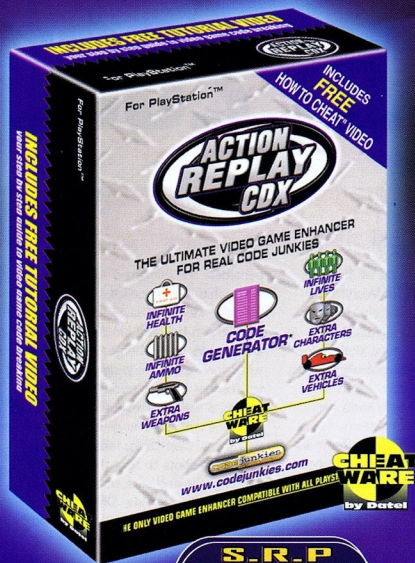
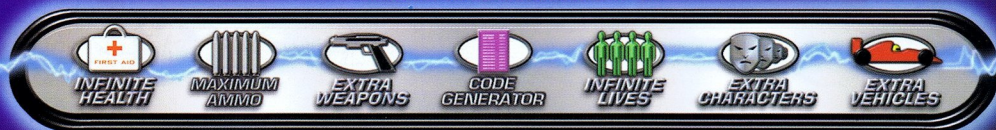
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OUT OF 10

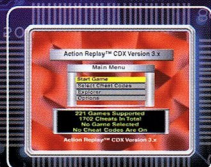
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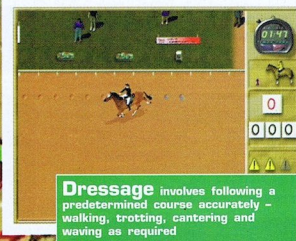
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Grooming is rather restrictive – you only have a few tools at your disposal and no hoof pick



Dressage involves following a predetermined course accurately – walking, trotting, cantering and waving as required

LEATHER BOOTS? WHIPS? SADLY MARY KING'S GAME ISN'T QUITE AS KINKY AS IT SOUNDS



Mary King's Riding Star

“She requires grooming, mucking out and plenty of good lovin’”

FACTFILE

PUBLISHER	Midas
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS THEN LOOK AT...

PET IN TV

Tedious for kids, unrewarding for adults. Only Tamagotchi fans need apply

Enter the world of Mary King. Far from being the dominatrix she may seem, Mary is in fact every budding equestrian's heroine. While she may not appeal to a living animal, she requires grooming, feeding, watering, mucking out and plenty of good lovin' – all of which takes an age due to the painfully long loading times. In the tack room you can flick through a guide book on looking after Star which tells you how to

keep her happy. If she is not well cared for, her discontent becomes apparent by her low energy levels. This caring side of the game is very much in the Tamagotchi mould, but three times as expensive.

There are three events – Dressage, (this is where you and Star pounce about in ribbons waving at the judges), Cross Country (which suffers because you are unable to see the jumps before you're on top of them) and Show Jumping. These events can also be enjoyed in the multi-player mode where you take on a mate... And that's about it. It gets progressively harder, but events are simply repeated.

With so many developers content to churn out sequels, Midas are to be commended for taking a risk on something so original. But although *Riding Star* makes it out of the starting gates, it falls well before the final furlong. Part of

the joy of owning a horse is interacting with it, but this aspect is drastically underplayed in *Riding Star*. There are only three phrases to express your love for Star, all of which contain the phrase "Come on." Experiences that you would hope to share with your four-legged friend are completely overlooked – there are no country walks, picturesque hacks, or open fields across which to canter.

All too often publishers saddle poor quality games with an "it's for kids" tag, assuming they'll lap up second-rate fare, often to the point where their naivety and age is taken advantage of. So the question is does your average teenie-bopping 12-year-old girl want to spend her time painting the hooves of an over priced, and immobile Tamagotchi? This journalist thinks not. ■

Catherine Channon

OFFICIAL UK
PlayStation
Magazine
VERDICT

- GRAPHICS In the yard Star's a picture, but on the move she's no Black Beauty 5
- GAMEPLAY Shallow and repetitive 4
- LIFESPAN Short as a shetland pony's legs 4

OVERALL
Although the idea behind *Riding Star* is appealing, the reality of the game just isn't value for money. It's an over-sized and over-priced Tamagotchi that could have and should have been so much more

4

OUT OF 10

REVIEW



Definitely a case of the more the merrier. The swimming and running events make for exciting simultaneous four-player action. You will need to have a Multi Tap and three mutes to try it out though



ON YOUR BUTTONS! GET SET! GO! BLISTER-BUSTING MAKES A RETURN TO PLAYSTATION...



International Track & Field 2

“The brand new canoeing, diving, vaulting and cycling events are

FACTFILE

PUBLISHER	Konami
DEVELOPER	In-house
RELEASE DATE	February
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to four

To succeed in the world of athletics takes years of intense training, a supreme level of fitness and, depending on your choice of events, a technique honed through years of practice. In this respect, *International Track & Field 2* is an extremely accurate representation of the sport. The main difference being that your fingers are put to the test rather than your legs. Endurance events such as the 1km time-trial cycling and even the 50m freestyle swimming will make you develop muscles in your digits that you didn't even know existed. And that's if you're lucky. The less robust of gamers will suffer from blisters and repetitive strain injuries – although it won't stop anyone going back for more.

There are 12 events in all, and they offer a surprising amount of variety, even though the majority of them are controlled in almost exactly the same way. The easiest event is the 100m which requires you to do nothing but repeatedly hit the **○** and **○** buttons (which are

non-configurable). The other events are quite technical in comparison. For example, the horse vault demands lightning-fast fingers and makes the button sequences in *Um Jammer Lammy* look about as challenging as dialling the number of your local curry house. With practice, and possibly the employment of some dubious button-hammering techniques – like using your jumper sleeve or a Biro – you'll take every world record in the book.

Unfortunately, once you've got them all, there's really no point in playing the game any more, at least not on your own. *International Track & Field 2* is a party game, plain and simple – the more players you have, the more fun you'll have; and the more time you have between events to let your digits recover.

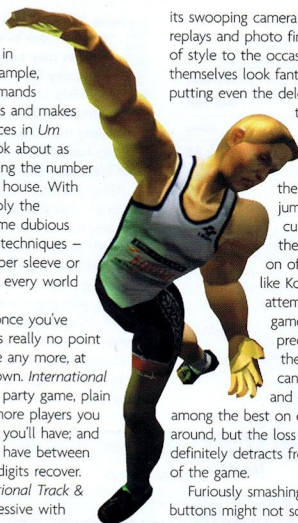
Visually, *International Track & Field 2* is very impressive with

its swooping camera movements, action replays and photo finishes adding a sense of style to the occasion. The athletes themselves look fantastic, their animation putting even the delectable Ms Lara Croft

to shame. It's not gold medals all the way though because the 110m hurdles, the high jump, triple jump and shotput are all curiously missing from the long list of events on offer. The cuts seem like Konami's deliberate attempt to distance the game from its predecessor. Certainly the brand-new canoeing, diving, vaulting and cycling events are

among the best on offer this time around, but the loss of the hurdles definitely detracts from the Olympic feel of the game.

Furiously smashing the **○** and **○** buttons might not sound like much fun



International Track & Field 2



Canoeing is one of the few events that relies entirely on rhythm rather than speed. It makes for a welcome break after events such as cycling, swimming and the javelin



Weightlifting is as difficult as it looks: constant button-bashing with a couple of timing bars thrown in for good measure. Not quite as hard on the digits as the cycling though



HOW TO...

PERFORM THE PERFECT PIKE



Choose the trick you'd like to perform from the list, taking note of the difficulty. This determines how fast the timing bar moves in the next stage of the event.



Stop the timing bar at its peak to ensure that you have plenty of time to hammer the buttons and gain extra height off the springboard. Failing here will lose you points.



Hit **⊙** and **⊙** repeatedly to gain height until your athlete begins her trick. Now it's up to you to stop the arrow going around the circle to determine the angle of entry.

among the best on offer this time around...

and, to be honest, it isn't if you're playing on your lonesome. But chuck in a few mates, a Multi Tap and maybe a beer or three into the equation and *International Track & Field 2* comes into its own. There are few games on the PlayStation more fiercely competitive, more exhausting and, unfortunately, more reliant on you having three like-minded mates to enjoy it with.

Multiplay in mind, *International Track & Field 2* is the Bomberman of the sports games — dull on its own, sublime with a pal. That said, it's not, on its own, a good enough reason to get a Multi Tap, but if you're lucky enough to have one next to your PlayStation and you have a few mates who might be up for a challenge, then you could do a whole lot worse.

After you with the Band-Aids... ■

Justin Calvert



Throwing the hammer is one of the most difficult events to master, requiring fast button-bashing and split-second timing

OFFICIAL UK
PlayStation
Magazine
VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Detailed athletes, superbly-animated in spectacular stadia 8
Rubbish on your own, great with your mates... 6
... But sooner or later your mates are going to tire of it 6

OVERALL

Some new events have been brought in, some classic events have been chucked out, but it's only the graphics that prove to be any real improvement on the original game

IF YOU LIKE THIS THEN LOOK AT...
INTERNATIONAL TRACK & FIELD
The gameplay is pretty much the same, but it's not as polished. It is only £20 mind...

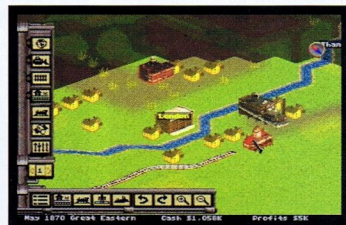
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OUT OF 10



The graphics and options screens would have benefited from a bit more attention to detail and finishing touches



"And Mrs Jones? Make sure this stuffed brown envelope reaches Two-Jags Prescott by morning..."



Yep, you can run the tracks right past their bedroom windows. Heh, heh. And heh

YOU MAY BE A MEGALOMANIAC, BUT CAN YOU MAKE THE TRAINS RUN ON TIME?



Railroad Tycoon II

“It’s impressively rich stuff for the budding transport baron”

FACTFILE

PUBLISHER	Take 2
DEVELOPER	Pop Top
RELEASE DATE	March
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

THEME HOSPITAL

Appose unpaid nurses while finding a cure for Blooty Head

Ah, the Age Of Steam. In those days, it didn't matter what was blocking the tracks – leaves, buffalo, Mexican bandits, heroines tied down with rope (“Chuff! Chuff!”, “Hayup! Hayup!” etc) – because nothing could stop the trains running on time. Fortunately, braking technology has improved since then.

Already a hit on the PC, *Railroad Tycoon II* is a strategy/management game set in the era of the iron horse. Lay the tracks and build stations, buy your rolling stock, choose which goods to transport for maximum profit, then repeat, carving up those prairies while seeing off rival networks.

Get to grips with the basics and you'll find even deeper layers of control, enabling you to take over production at lumber mills and cotton farms. Improve

each area by adding telegraph and passenger facilities, or even dabble on the stock market between the hiring and the firing of staff. A host of maps and campaign scenarios take you from America's Deep South to the foothills of China and historical references come thick and fast. It's impressively rich stuff for the budding transport baron.

Those expecting to mess about with virtual model railways will be disappointed because that's not the aim. Ridiculously, you can't even build tunnels and must either circumnavigate hills or suffer the engine-choking gradients. Taken as a management sim rather than a building game, though, *RTII* has the potential for a feast of profiteering fun.

But something is definitely amiss in this conversion, and those abysmal screenshots offer the first clue. Your

Dewitt Clinton freight express is little more than a string of blobs, while the only way to identify many buildings is to click on them. The lack of detail is regrettable because even once you've built your empire, it's never a pretty sight to survey. Text, too, appears in the most illegible of fonts, and despite a mass of controller short-cuts, you're still expected to negotiate a blatantly mouse-orientated interface with a directional pad.

It's a shame, because the game's labour-intensive book-keeping requires clearer presentation and a faster, smoother interface than Pop Top have provided. There's no denying the integrity of the game underneath, and hardcore strategists might want to persevere, but you will need the patience of a saint. Or better still, a regular commuter. ■

Zy Nicholson

OFFICIAL UK
PlayStation
Magazine
VERDICT

- GRAPHICS Fuzzy, lo-res sprites and ugly option screens **4**
- GAMEPLAY Top account-'em-up railroading sim meets unfriendly interface **7**
- LIFESPAN Should have been higher, but no mid-game save? They've ruined it **3**

OVERALL
As magnificent as *Railroad Tycoon II* on PlayStation should have been, this chuffing awful conversion has turned a great game into a steaming pile. What a miserable shunt.

5

OUT OF 10

SOUTH PARK WILL KICK-ASS THIS MILLENNIUM!!!



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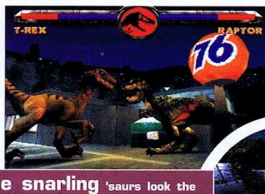
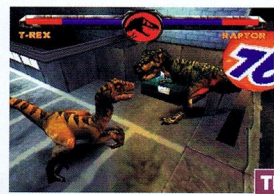


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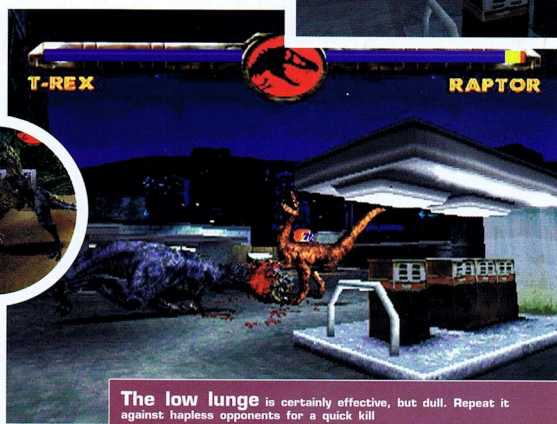


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The snarling 'saurs look the part, but their moves are all too similar. Variety's what's needed



The low lunge is certainly effective, but dull. Repeat it against hapless opponents for a quick kill

ONE CRUEL BLOW TOO MANY FOR OUR PREHISTORIC PALS



Warpath: Jurassic Park

“Dinos square up with only one thing on their minds – to kill”

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Dreamworks
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...
PRIMAL RAGE
Ancient dino beat 'em up that's as primitive as its combatants

Along with their inexplicable affection for Furbies and slime-filled alien eggs, The Kids' love affair with dinos seems in no danger of waning. Doubtlessly fuelled by the Beeb's recent success in portraying best-guess thunder lizards as legitimate docu-fodder, *Warpath* is bound for similar commercial (if not critical) triumph.

Yet ironically, it's the groundbreaking *Walking With Dinosaurs* series that ultimately consigns Dreamworks' loose film tie-in to the status of mediocre dino-cash-in. Once we've walked with them, the thrill of fighting with them becomes little more than queasy titillation. While the BBC's CGI-fest presented our scaly precursors as noble, nurturing and herbivorous as much as scavenging, selfish and predatory, here dinos square

up to each other with only one thing on their tiny minds – to kill. This may be the standard remit for beat 'em ups the world over, but lessons should have been learned from the tedious *Primal Rage*.

The problem lies in the lizards' limited range of moves – a jumbled mess of butts, slashes and tail swings that will make most dino-experts gasp at their lack of authenticity. It's not just the lack of credibility that makes you despair, though. *Warpath* has been executed with a breathtaking lack of imagination and a complete absence of genre-specific knowledge. There's little difference between special moves, and occasionally the camera angle shifts to a semi-overhead view that throws you completely. The combatants too, appear

oversized in relation to their arenas, and every bout starts with the snarling beasts standing literally snout to snout. There's little room to manoeuvre and the action invariably degenerates into a frenzy of random button bashing.

If nothing else, at least the visuals are spot on. The dinos themselves are fluid and brilliantly-textured and the locations (although too small) are reminiscent of the films. A pat on the back should also be given to whoever thought of the semi-educational library option that enables you to browse the dinos' timelines and view them with alternative skins.

That aside, the other novelties are too slight to propel *Warpath* out of the extinct league.

Prehistoric, indeed. ■

Matt Pierce

OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	Suitably-scaly textures and smooth animation between moves	8
GAMEPLAY	Hammer the buttons 'til your fingers hurt. Hardly subtle	5
LIFESPAN	The unlockable secrets may keep you going for a few weeks	4
OVERALL	A pitifully forgettable beat 'em up that's not worth your time. <i>Warpath: Jurassic Park</i> is simultaneously an object lesson in how to make a formulaic beat 'em up, and very few friends	

4

OUT OF 10



"There. Will. Be. Death..."
Best running gag in the game that



Summoning spells
are actually rendered by a cut to FMV. Because, you would suspect, the graphics engine can't handle them

ROLE UP, ROLE UP, POKE THE WEIRDNESS WITH A POINTY STICK + 4



Shadow Madness

"A mess of uneven pacing and terrible plot development"

FACTFILE

PUBLISHER	SCEE
DEVELOPER	Crave
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...
FINAL FANTASY VIII
Square's standard-setting roleplayer rather suggests itself

Ever since *Final Fantasy VII* broke all records and put console RPGs on the map, we role-players have been eagerly bracing ourselves for the inevitable torrent of pointy-hatted polyhedral-pushers and genre co-habs. Now *FFVIII* has come and gone and, well... It hasn't exactly opened the floodgates, has it?

It might not sound like the worst thing in the world to discover that *Shadow Madness* is a brazen attempt to clone *FFVII*. From the pre-rendered backdrops to the popping of numbers from damaged heads, all the right elements are in place.

Two points immediately stand out in the game's favour. While *FF's* random battles remain a turn-off for many players, *Shadow Madness* provides a mechanism for avoiding them. Hit the shoulder

buttons when you hear the warning roar and, nine times out of ten you'll sidestep the encounter! It's your choice to explore uninterrupted or build up experience.

The second bonus is a three-grade difficulty setting to determine the frequency and toughness of wandering monsters. For those who feel that Jap RPGs are becoming far too easy in striving for mass-market acceptance, the upper difficulties present the necessary challenge for a true sense of threat and reward.

In terms of storytelling, *Shadow Madness* is a mess of uneven pacing and terrible plot development. While it's a relief to see a script that attempts humour with occasional success, and without interminable references to missing shards of Krudnath, it rarely succeeds in delivering anything more than poor American puns. By allowing the

scriptwriters to try for the wisecrack at every opportunity, any mood of epic drama is consistently deflated.

There are design flaws too, from inventory management to magic. Although it seems to imitate Square's ATB battles, the combat system is a sham. Lacking *FF's* timer bars, the speed of your attacks rests entirely on how quickly you can click through the menu options. Using the shoulder buttons to open different action menus might sound efficient, but the pain of trying to move between them and scroll through lists of options defeats even the accustomed user.

Overall, *Shadow Madness* amounts to mediocre role-playing fare. Proof, once again, that American developers still lack the talent and insight of the Japanese when it comes to crafting RPGs. ■

Zy Nicholson

PlayStation
Magazine

VERDICT

- **GRAPHICS** An uneven confection of visuals, from the delicious to the gut-troubling **7**
- **GAMEPLAY** Some welcome innovations undermined by fundamental errors **6**
- **LIFESPAN** 40-60 hours, sure, but highly unlikely to see a replay **7**
- **OVERALL** Basic, stop-gap entertainment for the more devoted RPG fan who's prepared to overlook various 'issues'. By no means a worthy introduction to the genre, go in with your eyes open

6

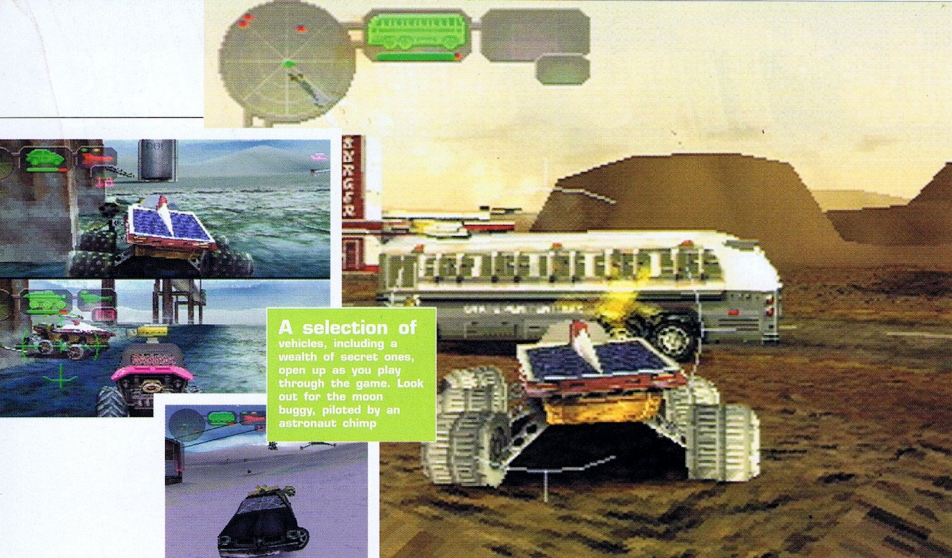
OUT OF 10



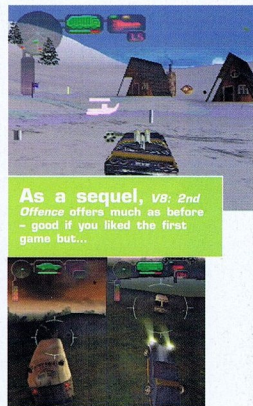
Alone in the Dark IV

Witness the return of the original survival horror

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A selection of vehicles, including a wealth of secret ones, open up as you play through the game. Look out for the moon buggy, piloted by an astronaut chimp



As a sequel, *V8: 2nd Offence* offers much as before – good if you liked the first game but...

VIGILANTE 8 OR VIGILANTE GREAT? A BIT OF BOTH ACTUALLY...



Vigilante 8: 2nd Offence

“The main problem is the handling. It’s far too exaggerated”

FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	Luxoflux
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to two

Con paper *Vigilante 8* is a tremendous idea, throwing cars and guns into one big tyre-squealing, bullet-strewn melting pot. It’s the nearest thing you can get to *Mad Max* on your PlayStation. Which has got to be A Good Thing, Right?

Almost. While the underlying concept of the game is solid enough, and holds enough potential for some cracking auto-combat thrills, the execution is something of a let-down. This is partly due to the fact that this sequel is almost identical to its predecessor, aside from a few flashy extras (which we’ll come to in a bit). And it has to be said, the original *Vigilante 8* was never quite as good as its arch-rival *Twisted Metal*.

The main problem – as before – is the handling. It’s simply far too

exaggerated to offer the kind of precise, handbrake-turn-and-fire action that *Vigilante 8* is crying out for. The vehicles’ turning circles are huge, and it’s almost impossible to point your vehicle in exactly the direction you want, which is unforgivable in the midst of a close-quarters battle. And the overblown physics system – hit a bump and you go flying – is infuriating, to say the least. Explosions also tend to send you miles into the stratosphere.

The selection of weapons is also exactly the same as before, from the bog-standard rockets to the virtually-useless mortars. That said, the all-new selection of vehicles (including such delights as a garbage truck and stunt motorcycle with sidecar) are equipped with a wide selection of individual – and potentially devastating – special weapons. And the

levels themselves are admirably large, and filled with touches of incidental detail. It’s possible, for example, to drive straight through the mansion on the Bayou level, and blow seven shades of the proverbial out of almost any of the surrounding architecture.

But, ultimately, what we have here is pretty much the same as the previous installment, only with a few more knobs on. Indeed, the only real innovations in *Vigilante 8: 2nd Offence* are the three new pick-ups that transform your vehicle via skis, propellers and hover jets so that it can handle snow, water and inaccessible terrain. It’s not really enough to warrant shelling out 40 quid for, though, unless you really were a huge fan of the original game – and you can’t say fairer than that. ■

Jes Bickham

IF YOU LIKE THIS THEN LOOK AT...

TWISTED METAL 2

Twisted Metal 2 offers a far more varied and addictive take on the vehicles combat genre

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Detailed and varied, but there’s some shocking clipping problems	7
■ GAMEPLAY	Drivin’ and shootin’, plus a few simple mission objectives	6
■ LIFESPAN	The Two-Player Mode helps, but ultimately this is samey stuff	7

■ OVERALL
A sequel that offers very little that’s new or exclusive to *Vigilante 8*. You’re far better off sticking with *Speed Freaks* or *Crash Team Racing* for powered-up racing thrills

6

OUT OF 10

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Rose tints on, here we go... (Above left) *Rampage* (Below) *Smash TV* (Right) *Klax* (Below right) *Toobin'* (Above far right) *Super Sprint* (Below far right) last, and quite probably least, *720*



When garish primary colours ruled the earth, this used to be state-of-the-art

DON'T LOOK BACK IN ANGER. MIDWAY PLUNDER THEIR PAST



Midway Arcade Party Pak

“Inevitably retro compilations end up labouring the point”

FACTFILE

PUBLISHER	Midway
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One to three

IF YOU LIKE THIS THEN LOOK AT...

NAMCO MUSEUM 1-6

The presentation has been improved, but the games remain the same

Fetro games. Fond recollections of our gaming heritage or the tawdry exploitation of decrepit old code fit only for the great amusement arcade in the sky? Whichever side of Memory Lane you live on, there's no denying retro worked for Namco as nostalgia junkies lapped up their *Namco Museum* series of repackaged old coin-ops. Now Midway – a company with a similar videogame heritage to Namco – have gone into the attic and dug out their old games for dust-off.

This *Museum*-style anthology includes *Rampage*, *Klax*, *Toobin'*, *720*, *Super Sprint* and *Smash TV*. In previous centuries they would've been feared as witchcraft, in their day they were hailed as classics, but how do they fare now, as we enter a brave, new millennium and the Age Of Hover Cars?

Of the bunch, *Smash TV* is probably the best. A flip-screen, top-down shoot 'em up featuring possibly the highest body count of any game ever. It's every bit as playable today as it was back in 1989 and is probably ripe for an update.

Klax – a colourful, 3D *Tetris* wannabe – is fun up to a point, but ultimately lacks the addictiveness essential for prolonged play. *Super Sprint*, an ultra-fast, overhead, three-player racer, suffers without the arcade original's loose steering wheels, so you spend a great deal of time slamming into the sides of the tracks and blowing up.

Toobin' (in which you coast down river in a rubber ring) is a laugh for about an hour or so, and *720* (an early precursor to Tony Hawk's *Skateboarding*) is virtually uncontrollable. As is *Rampage*, the biggest disappointment of the lot, given this

reviewer's fond memories of pushing ten pences into the original instead of going to school.

As with *Namco Museum*, the *Arcade Party Pak* throws in some extra features – namely some behind-the-scenes interviews on the making of the games. It's hardly the kind of fare worth mugging a granny for.

Inevitably, retro compilations end up labouring the point. As usual there's one game that'll always fill a couple of hours while you don't even realise you've forgotten the rest. For those reared on the adrenaline-pumping likes of *Ridge Racer Type 4*, *Metal Gear Solid* and *Resident Evil*, these games will appear laughably bad. They're not actually laughably bad, they're just too old to cut it any more. ■

Paul Rose

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

Obviously this is no 3D SFX-fest 4

■ GAMEPLAY

Some good, some bad, all old 6

■ LIFESPAN

Aged coin-ops equals short-lived kicks 5

■ OVERALL

A reasonable, no-frills collection of semi-classic games. If your exceptionally nostalgic this could be the collection for you, otherwise the games don't really cut it any more

5

OUT OF 10

THEY'RE DEAF AND BLIND, BUT DO THEY PLAY A MEAN PINBALL?



Worms Pinball

FACTFILE

PUBLISHER	Infogrames
DEVELOPER	Team 17
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One

Worms Pinball rather begs the question *why*, doesn't it? You'd be hard pushed to marry two more unlikely genres. But whatever the wisdom of it all, Team 17 have created a pinball game starring their cartoon annelids.

Of course, pinball is pinball no matter how hard you try to disguise it – but the difference between this *Worms*-endorsed effort and rival offerings is greater than it first seems. The sound effects and graphics from the strategy franchise add atmosphere, but it's the multiple sub-games that help create a little more

longevity. Whether blasting space aliens via lit ramps or hammering the flippers to escape a Yeti (?), *Worms Pinball* is packed with hidden features.

The ball physics seem a bit oversensitive at times (the tilt function is particularly violent), and the left-hand side of the table is too flipper-heavy against the comparatively featureless right. However, the sheer weight of options maintains interest levels beyond all expectations. As a mid-budget package, it's hard to grumble. Pinball has found a friend at last. ■

Matthew Pierce



Flip your balls successfully towards the targets, and all manner of flashy sub-games can be yours to play



PlayStation Magazine VERDICT

GRAPHICS	Bright and cheery, but with only two table views worth using	6
GAMEPLAY	Left and right flipper controls and tilt. It doesn't get any easier	6
LIFESPAN	Feature-packed, but the second table is poor, and it is pinball	5

OVERALL
It's feature-packed and the *Worms* theme is used well. The second table feels out of place though, and there's a limit to how much pinball even the biggest fan will want to indulge in

6

OUT OF 10

INTERPLAY'S BASEBALL SIM IS NUMBER TWO. IN MORE THAN ONE WAY...



Baseball 2000

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Interplay Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

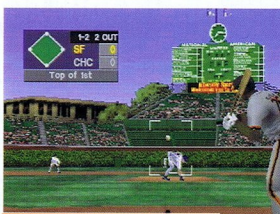
Are there enough fans in the UK to support two baseball games? Interplay obviously think so, or they wouldn't be going up against EA's *Triple Play 2000*. So, for those readers who watch the sport on Channel 5, this will be a special treat. For both of you.

At first glance, *Baseball 2000* is barely distinguishable from the EA title. It uses the standard over-the-plate view for batting and pitching, covering fielding with a floating camera or quick cuts between different angles. After a while

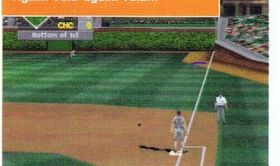
though, it reveals itself to be more sophisticated when it comes to pitching, and less forgiving when batting.

Novices and armchair fans are likely to prefer EA's offering. Actually, they'd probably prefer any decent sports sim to this. Not because there's anything wrong with it, rather because, unless you were raised on tales of Babe Ruth, baseball can get very monotonous very quickly. Easy-to-use controls and a stack of options mark this out, but the restrictions of the sport itself severely limit its appeal. ■

Chris Buxton



Hit and run. Hit and run again. Then hit. Now run. Again. And again. And...



PlayStation Magazine VERDICT

GRAPHICS	Plain, but at least the player animation is nice	6
GAMEPLAY	Pitch, field, bat. Pitch, field, bat. Pitch, field, bat...	5
LIFESPAN	Seasons go on forever: Or so it seems	5

OVERALL
A competent enough baseball sim that falls into the same mind-numbingly tedious routine as every other attempt at this sport. While partly a cultural thing, it's mostly down to the nature of the sport itself

5

OUT OF 10

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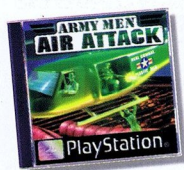
The odd bit of thought is needed. Besieged by ants, the only solution is to air-lift doughnuts and drop them into the enemy compound. The insects do the rest.



While not sub-sparkler, the explosions aren't exactly impressive. Still, picking up heavy objects and dropping them on enemy tanks is always good for a laugh.



LOVE THE SMELL OF BURNING PLASTIC IN THE MORNING? THEN SET LIGHT TO THIS



Army Men: Air Attack

“As well executed as a nuts-first landing on parallel bars”

FACTFILE

■ PUBLISHER	3DO
■ DEVELOPER	3DO
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...

SOVIET STRIKE

Years old and Platinum. Relatively addictive airborne blasting, insects need not apply

Simplicity, when it comes to games, can be a good thing. Examine closely any of the *Wipeouts*, *Bust-A-Move 2* or *Track & Field* and you'll see that each is based on one very simple idea (Levitating sleds! Popping bubbles! Bashing buttons!). What makes them special is that the idea is beautifully executed. *Army Men: Air Attack* is also based on a simple idea (Fly a toy helicopter!) but, unfortunately, it's about as well executed as a nuts-first landing on the parallel bars.

As Captain of Alpha Wolf Squadron, your mission is to defend the Green Army's bases from the evil Tan forces, and then turn the tide of war by attempting seek and destroy missions deep in enemy territory. Initially, buzzing about in your chopper is amusing enough

but gradually the powers of annoyance and frustration begin to overwhelm you.

One problem is that the game never makes you feel like you're truly airborne – a distressing defect for any helicopter game. Your chopper is always viewed from above and slightly behind, so you can't see the horizon, and the designers have used high ground as an impenetrable barrier so you're effectively limited to flying through a maze of canyons.

As you can't see over the top of obstacles, you are forced to navigate using an inhospitable map. The titchy 'you are here' square fails to rotate relative to your position (instead the arrow representing you revolves on the map) so that sometimes turning left on-screen will cause you to turn right on the map and flounder in hopeless confusion. And when you do reach an objective, shooting

things can be just as tricky. The auto-aim is abysmal as your machine gun often fires sideways when you're trying to shoot dead ahead. Mysteriously, rockets that engulf enemy tanks in flame are precious little use against tiny soldiers – they remain unaffected by an explosion even a few pixels away.

Visually *Air Attack* is very creaky, if not actually in pieces. The landscape regularly stutters as it tries to keep up with your manoeuvres, and, despite the small area covered by the overhead view, the action still slows down in the middle of hi-octane firefights.

All things considered, the game's few decent touches, like being able to pick up objects with a grappling hook, are just way too limited to make you want to carry on. Abort mission... ■

Pete Wilton

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

Mostly plain but occasionally veryropy 6

■ GAMEPLAY

Nothing original to report, sir! Depressingly unambitious 5

■ LIFESPAN

Too frustrating and unrewarding to egg you on 4

■ OVERALL

Unremarkable. For a smarter blast, *G-Police 2* is more arresting, while two-player *Return Fire* is far more playable and even the venerable *Nuclear Strike* offers a better one-player game at a bargain bin price

5

OUT OF 10

CHEAP VODKA AND *TETRIS*. OUR RUSSIAN COMRADES HAVE A LOT TO ANSWER FOR...



The Next Tetris

FACTFILE

■ PUBLISHER	Hasbro
■ DEVELOPER	Blue Planet
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to two

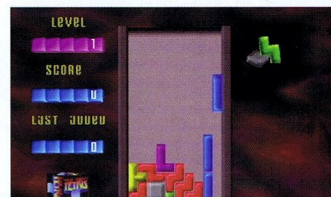
Alexey Pajitnov, creator of the original *Tetris*, must be a very happy man indeed. He single-handedly created one of the most successful, influential and enduring videogames ever made. He's probably not short of a few Roubles either. And the beauty of it is, he no longer needs to lift a finger.

Tetris has become a self-sustaining commercial entity. Fortunately, *The Next Tetris* is a worthy take on the old classic, with just enough in the way of new features to make it worth a crack. The main difference between this and the original game is that the standard *Tetris*

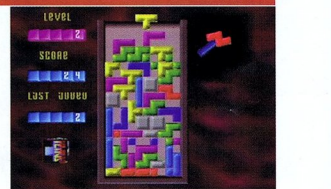
shapes are made up of several components. If one component is left dangling in the air, it breaks off, and falls until it finds something to rest on. This can make things extremely complicated as entire lines begin falling with unpredictable consequences.

That said, if these new fangled features don't appeal, they've thrown in the classic *Tetris* game as well. Factor in the pleasantly-housey soundtrack and smooth presentation and you've got an enjoyable re-interpretation of a winning formula. Not one to set the Kremlin alight, but hey, it's *Tetris*!

Al Bickham



Look familiar? Face it, there's only so much you can do... Change the colours. Change the shapes. Erm...



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Pretty blocky stuff. But then what can you do, hmm? 6	■ OVERALL	A moderately-successful variation on an old theme. Still mind-blowingly addictive, and an undisputed classic, but hardly the most original concept in the world, despite the new additions
■ GAMEPLAY	It's <i>Tetris</i> . Can be a bit of a trial 7		
■ LIFESPAN	A good once-in-a-while puzzler, and a little bit more 7		

7
OUT OF 10

PONG BY NAME, PONG BY NATURE. NOTE: RETRO-PHOBES NEED NOT APPLY



Pong

FACTFILE

■ PUBLISHER	Hasbro
■ DEVELOPER	Supersonic
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to four

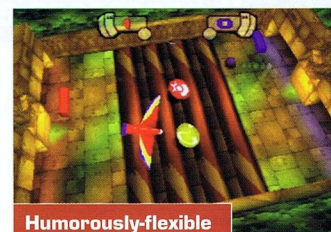
The million dollar debate goes like this. Retro games – welcome return of old arcade classics, or cynical marketing ploy to milk the hits of yesteryear? We always hope for the former, but the reality usually points to the latter.

Which is, in a nutshell, why *Pong* is such a surprising game. Not that it's a great game, but time, effort and a bit of brain-work have been invested in its creation. It's pretty, full of innovation, and even quite cute in parts. Don't be fooled though – it's still a monotonous old knock-about. Use bats. Hit bats. Try and

get your opponent to miss. That's the aim of the game, and there's not a whole lot more to keep you playing.

You work through a variety of themed levels which offer new and increasingly-tricky obstacles to help you (or your opponent) score points. These may speed up the balls, bring extra balls into play, or just block your shots. The four-player Cooperative Mode can be fun, but all the same, it's short lived and fairly bland. Justifying the £30 outlay for *Pong* is difficult – only approach it if you like your kicks nice and simple.

Al Bickham



Humorously-flexible
bats and new backdrops can't change the fact – it's *Pong*

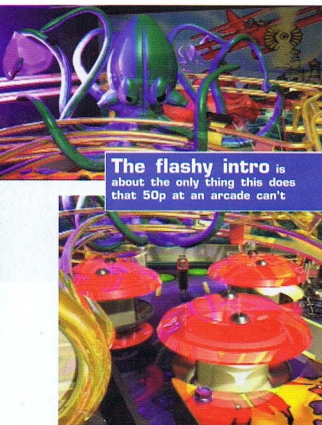


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VERDICT

■ GRAPHICS	Fruity and colourful, but nothing ground-breaking 6	■ OVERALL	Retro gaming at its most strikingly average. <i>Pong</i> 's still good for a few laughs and has been well-executed, but the gameplay is still simple in the extreme and doesn't offer anything new
■ GAMEPLAY	Too simple for today's discerning gamer 5		
■ LIFESPAN	Even a Multiplayer Mode isn't enough to keep you at it 4		

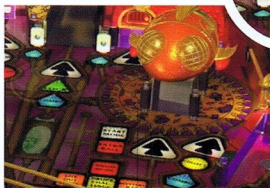
5
OUT OF 10



The flashy intro is about the only thing this does that 50p at an arcade can't



We've got it. We've - oh... Inlane balls deliver to the flipper, but outlanes lead to the drain - bar a kickback. Slingshots are obtuse, so they feed each other with diminished return. All clear, then?



BUMPERS BUMP, FLIPPERS FLIP, REVIEWER SLEEPS...



Pro Pinball: Fantastic Journey

“It possesses every pinball feature you could desire”

FACTFILE

PUBLISHER	Empire
DEVELOPER	Cunning Developments
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...
PRO PINBALL: TIMESHOCK
One of the best games of its kind

We may be taking our first tentative steps into a new millennium, eating designer-gene tomatoes and preserving nuclear power stations as museum pieces, but some pastimes will stay with us forever. Styled on a Jules Verne, steam-punkish theme, *Pro Pinball: Fantastic Journey* almost succeeds in bringing pinball to your PlayStation. The physics modelling is confidently realistic, while the hi-res bitmap playfield fits on to one screen without the need for clumsy scrolling.

Granted, it only provides one table, but *Fantastic Journey* possesses just about every contemporary pinball feature you could desire. Hit left and right flipper targets in sequence for a combo, or collect the letters of a bonus word. Video Mode recreates those

reflex sub-games on the dot-matrix display via flipper buttons. There's even a Magno-Save to magnetically rescue wayward bearings from the left out-lane, the likes of which haven't been seen since the classic *Black Knight 2000*.

Furthermore, an easy centre spinner builds confidence in the novice who's not actually doing as well as they think, while mastering the score-multiplier wireforms is the prime objective of any pinball pro wishing to annex the Hall Of Fame. *Fantastic Journey* is even better than its predecessor, *Pro Pinball: The Web*, so long as you accept the design remit. This is pinball created specifically for videogamer consumption. And there's the rub.

In pin-speak, this is a table to drain your balls and still have you coming back to empty your trouser pocket some more. Nevertheless, the fact that this is a

simulation generates a huge, Damoclean question mark over any assessment. We like our pinball, and accept that retro-fanatics might appreciate this simulation as a short-term diversion in itself, but true aficionados know that pinball continues to deny pub-space to the coin-op precisely because of its mechanical beauty and intricately-crafted, analogue, physical allure. That is its enduring appeal, and even Dual Shock support can't hope to recreate such feedback.

As much as you might be partial to a friendly match of table football, or air hockey, or even flying a kite, would this convince you to rush out and pick up a console simulation? If so, PSM promises to look very carefully into a cover-mount FMV of angelish aquariums and roaring log fires. ■

Zy Nicholson

OFFICIAL UK
PlayStation
Magazine
VERDICT

- **GRAPHICS** Lighting and movement is spot-on, but the playfield details have been lost: 5
- **GAMEPLAY** As much fun as you can have with a virtual ball bearing: 4
- **LIFESPAN** 20-minute sessions every other week, in a take-it-or-leave-it fashion: 2

■ **OVERALL**
Pro Pinball: Fantastic Journey is top-notch virtual pinball, but nevertheless it's a thoroughly diluted experience when compared to the physical joys of the real thing

4

OUT OF 10

WHITTLE AWAY YOUR BANK BALANCE AND SANITY AT THE CATHEDRAL OF FLUTTER



Caesar's Palace

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Beam Software
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to four

The real Caesar's Palace is a grotesque, grown-up wonderland of chiming slot machines, hostile card tables and free booze dispensed by women in togas. And deliberately-hard-to-find exits. *Caesar's Palace*, the game, is a sterile attempt to recreate the vibe, but with no character or ambition.

The games – roulette, video poker, blackjack, craps – all come packaged in a single chunk of options. Visit the cash machine, set your stake and dig in. All the parts are there, but they don't add up to any kind of gaming jackpot. There's nothing at stake, you see. In the real

world, there's the buzz of boldness, the thrill of sparring with your livelihood. Here, it's mess with poker for a bit, get bored, have a look at roulette, get bored, a few hands of blackjack, get bored...

Ugly presentation, squinty graphics and arthritic old dealers who leave you twiddling your joypad wire as each... card... is... carefully... flopped down. There's a decent in-game coach who offers a bit of guidance, but it's hard to care. What's needed is a more arcadey approach. Selectable personalities, cheat options, chunky graphics. Hell, throw in a story or something. Anything. ■

Andy Lowe



Gambling with virtual
money against virtual opponents in a virtual casino. Could things be any duller?



OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	Smudgy and tasteless. Suspiciously 16-bit animations	4
GAMEPLAY	The games themselves are timeless. Here, they feel endless	4
LIFESPAN	Give it a week at best before you exchange it as a bad idea	3

OVERALL
Barely a game at all. Of use only as therapy for problem gamblers or convicts with limited time-killing options. Possibly a chance at multiplayer amusement, but only if you're really desperate

3

OUT OF 10

CREATE MONSTERS TO FIGHT FOR YOUR HONOUR. THEN REALISE IT'S NOT WORTH IT



Master of Monsters

FACTFILE

PUBLISHER	Virgin Interactive
DEVELOPER	Agetec
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

And tonight, Cilla, our blind dates are... Eric The Troll (15-foot tall, leathery-green skin, halitosis) and Elfin Sorceress Tina (four foot in heels). Now let's see them mate and watch what happens.

Rein back your amazement. While a wizard character creates all your basic troops, the ability to cross-breed your creatures into mightier units is the most intriguing feature of this turn-based, fantasy/strategy game. By moving the happy couple to the maps' monastery, a new and hopefully meaner, beast will result. Hmmm. Of course, this is just one

example of the faults which riddle this well-intentioned mess. Even the weakest of your creations enable you to crush the opposition thanks to the cretinous AI. The only hope of a decent battle seems to lie with the Head-To-Head Mode. However, the prehistoric interface and turgid game pace is sure to scare off all but the most devoted of goblin masters.

It's a shame that more effort wasn't put into balancing the many elements of the game, or raising its visual appeal a notch above congealed vomit. It's really just a curio for the Tolkien-obsessed. ■

Kieron Gillen



Giant dragons and
unicorns do battle against a
backdrop more suited to *C&C*



OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	If <i>Final Fantasy VIII</i> were god, this would be the devil	2
GAMEPLAY	Throws in a mass of ideas, and lets them fall where they may	5
LIFESPAN	If you don't take advantage of the AI's idiocy then it can last ages	6

OVERALL
While more strategy games are always welcome on the PlayStation, they really do need to provide a lot more strategy than is on offer here. And more game for that matter

4

OUT OF 10



NEW LOOK!
ISSUE 13 ON SALE
WEDNESDAY 29TH DECEMBER

INVADERS FROM SPACE! THEY'RE HERE AGAIN...



Space Invaders

FACTFILE

PUBLISHER	Activision
DEVELOPER	Z-Axis
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One or two

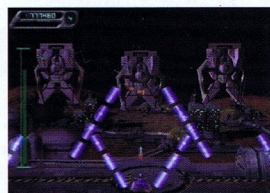
You can move left, right and shoot things – and that's about it. The things in question are modern-day versions of the beings from space that invaded arcades back in 1978. Your tank has come a long way in the last two decades, though the concept of being able to move on more than one axis has still evaded the people responsible for the Earth's first line of defence.

This version may look prettier, but the gameplay is largely unchanged – it is *Space Invaders* after all. Enhancements include new alien types and boss levels,

while shooting four aliens of the same type earns you extra weapons. It's a nice idea, but the weapons are so powerful you can complete levels with less than ten shots. The different alien types each have their own attacking style. This adds some much needed difficulty, but sadly they don't throw anything that's worth worrying about. The bosses are a little more tricky, or at least they are at first.

The Two-Player Mode shores up your interest for a while longer, but if you've played before, there's a good chance you'll end up playing til you're sick. ■

Justin Calvert



Boss levels add some much needed variety but are ultimately every bit as dull

OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	Crap backgrounds, crap aliens, crap tank and crap weapons	5
GAMEPLAY	Fun for a couple of levels, but repetitive and dull	6
LIFESPAN	You won't want to play the same level twice	4

OVERALL
If you've fond memories of the *Space Invaders* arcade machine, they're best left undisturbed. This game leaves a permanent stain on your rose-tinted specs followed by an inevitable trip to the trade-in centre

5

OUT OF 10

HONE THOSE PRIMAL HUNTING INSTINCTS WITHOUT GETTING WET



Reel Fishing

FACTFILE

PUBLISHER	Crave
DEVELOPER	Natsume
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

The premise is diabolically simple. Stare at the water, rod in hand, 'til a fish spies your bait. The viewpoint then goes subaqueous, and you can watch as your piscine quarry evaluates the temptation before it. Twitch the line a bit and with a bit of luck you'll convince it to bite.

Then you must imagine you are that fish. Your tasty snack turned out to be laced with cold steel. Enraged, you must escape. Swim for your life. Swim, swim... Until, approximately four seconds later, you've forgotten what all the fuss was

about. Which is when, back on the surface, you start reeling in the line, coaxing our fishy friend towards the bank. Should he twig what's going on and get frisky again you'll have to ease off. But play your cards right and he'll soon be flapping in your hands. Exciting stuff.

Actually, it's not really. *Reel Fishing* is about as dull as games get. But it does have a certain soporific compulsiveness, helped by the graphics and a difficulty level that rises gently as you graduate from gullible trout to wily salmon. ■

Jonathan Davies

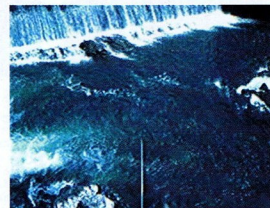


Photo-realistic, but still fishing nonetheless

OFFICIAL UK
PlayStation
Magazine

VERDICT

GRAPHICS	Soothing beside the river; turbulent beneath it	6
GAMEPLAY	Repetitive, sleep-inducing yet, somehow, fun	6
LIFESPAN	You'll nod off long before you finish it	5

OVERALL
You might laugh, but fishing games are the new beat 'em ups. Possibly. *Reel Fishing* is the perfect way to get in on the riverside action. Just don't forget to pack a couple of matchsticks

6

OUT OF 10



CD/DVD/NET/COIN-OP

REVIEWS

PSM'S ROUND-UP OF THE MONTH'S BEST NEW RELEASES

CDS OF THE MONTH

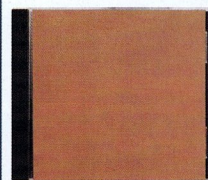
>>>Exterminator is out late January>>>

PRIMAL SCREAM

Exterminator (Creation)

Kill All Hippies, Pills, Exterminator... Titles like that could only spew from the Scream and in keeping with Bobby G's recent collaboration with goth-trancers Death In Vegas, *Exterminator* is a squelchy nailbombed of big-assed beats, politico ranting, free jazz skronks, sonik death disco, MC5 proto-punk and, well, anything else that Gillespie and Co desire. Embrace the madness though and you'll find the kind of storming dance anthems the Scream have been pissing out since forever. From the feedback anthem of the title track to the righteous funk of *Exterminator* (think Bomb The Bass' seminal *Bug Powder Dust* but harder), Primal Scream have made their finest album since *Screamadelica*, a feat only slightly undermined by the presence of two *Swastika Eyes* mixes and the previously-released *MBV Arkestra*. That aside? Righteous. **MG**

Verdict: Dance yo' ass off **9/10**

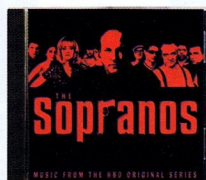


>>>Out now>>>

WILLIAM ORBIT

Pieces In A Modern Style (WEA)
By now you've probably heard Orbit's spin on Samuel Barber's *Adagio For Strings*, one of the most moving pieces of classical music ever composed. The update? Not a bad effort, unless you've been listening to the Ferry Costen mix, which is disgraceful. Elsewhere on this accomplished record, Madonna's right-hand man tackles John Cage and Gorecki – both notoriously complex composers. He feeds their work through an effects blender and vomits it out the other side. Which begs the question, why? Does Orbit feel he's sold out by crafting tracks for the arch pop tartlet? Is he trying to maintain a serious music front to the world? Or does he hope to be the new Rick Wakeman? **DM**

Verdict: Bleepy, blyp, yawn, zzzzz **5/10**



>>>Out now>>>

THE SOPRANOS

Original Soundtrack (Columbia)
But has it got that Tindersticks track on it? The one where Big Tony was in the shower, crying like a baby... Tiny Tears, wasn't it? No? Damn. It's a strangely eclectic bag. You'd expect a dozen depressive drops, yet it kicks off with Alabama 3's title track (*Noise Up This Morning*), a driving electronic spin on the blues, floats through the classics (Bo Diddley's *I'm A Man*) before winding up with Wyckle Jean (oddy) and The Eurythmics (saddy). Only a couple of tracks sum up the mood of the show, Springsteen's edgy *State Trooper* and Little Steven's *Inside Of Me*. The latter comes crashing in through a wall of clattering drums and wailing gospel vocals. All very American but very *Sopranos*? Not really. **DM**

Verdict: Gangster's purgatory **6/10**

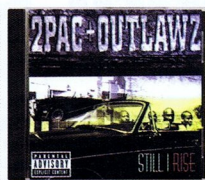


>>>Out Feb 2000>>>

YO LA TENGO

And Then Nothing Turned Itself Inside-Out (Matador)
Bleak is good, and Yo La Tengo do bleak very well indeed. Oft compared to The Velvet Underground, the Tengo have gone less Galaxie 500 and more Sparklehorse for this double album of interlinked tracks. Check out *Dogs Of Disco* among others, for a distinct alt-country twang. Dealing with marriage and defunct relationships, the record washes over you like bathing in black satin sheets, with delicate arrangements, gentle melodies, haunting vocals and great titles. Accessible enough for lovers of the bleak, but especially appropriate for heartbroken sixth formers, with despairing tracks like *You Can Have It All*. Taste the pain, sob... **DM**

Verdict: From Black to Blue... **8/10**



>>>Out now>>>

2PAC & OUTLAWZ

Still I Rise (Interscope)
How to start a review of 2Pac's third posthumous release? Flogging a dead horse? No peace for the wicked? But despite the fact that he's, well, dead, *Still I Rise* has a surprisingly fair share of prime drive-by g-funk. All the 2Pac elements are intact – soul samples, cooing divas, gangsta lean and that dubious martyred side that means softer joints like *Tattoo Tears*. Calculated though 2Pac's Thug Life stance was, it's the tunes that count and the likes of *Hell A A Hustler* and the sweetly-scratched *Baby Don't Cry* still bleed the funk. Much like his also-snuffed it rival Biggie Smalls, 2Pac's legacy still resonates. As was, as is, as always will be – if their estates have their way, that is... **MG**

Verdict: Death is not the end **6/10**

The latest gaming sites and sounds

Beatmania's ingenuity has earned it cult status within both the music and gaming communities, receiving accolades such as (somewhat unsurprisingly) the following from Beman's official web site at www.bemani.konami.com. "Since first appearing in Japanese arcades, *Beatmania* has revolutionised the coin-op industry. It's audaciously original – no violence, no steering wheel, but instead a keyboard and turntable enabling players to simulate being a DJ by mixing their own music." The site is brimming with information on both the arcade and console conversion of *Beatmania* and even offers a demo. If you can't wait for it to turn up in your local games store then give it a bash here first.

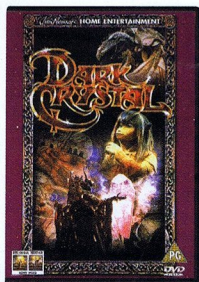


For CPU DJing of a different kind visit www.zoon.de/vw/musik/turntables.asp. A cool Shockwave-up fella, you can mix, techno, drum 'n' bass and hip-hop tunes while dipping into the sample pot at the same time. Sadly you won't be able to explore much beyond the turntables, unless you're fluent in German.

If you didn't get what you wanted for Christmas then try your luck at the competitions on Sony's official site: www.playstation-home.com/competitions/compod.html. The Game Zone section on the main site is also well worth a visit. It covers all the latest Sony releases as well as links to the majority of other PlayStation publishers' home pages. A visit to the Takeaway section will enable you to download different screen savers, wallpaper and a number of other desktop toys. And finally, we highly recommend a peek at the bizarre Rubber Rooms. Consider yourself warned.

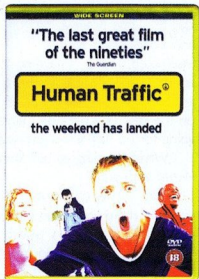
Catherine Channon
is our resident disc editor come media star

DVDS OF THE MONTH



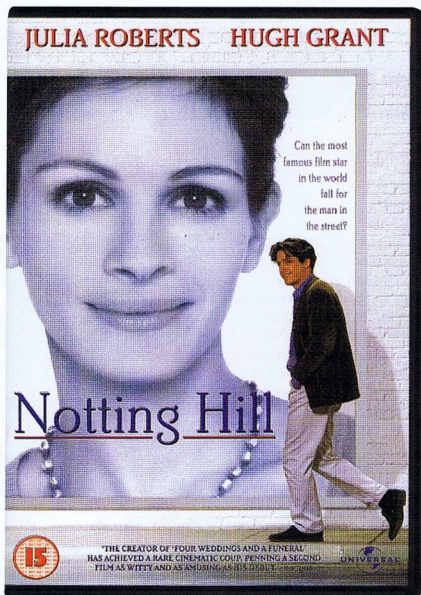
>>>The Dark Crystal is out now>>>

THE DARK CRYSTAL
Something of a dream team created this epic fantasy flick. For the first time in cinema history, modern-day Guppetto, Jim Henson, constructed an entire cast of puppets. It was an ambitious project that overshot its budget and was a bit of a flop at the box office. In a tall tale of goblins and gargoyles, young Jen, our heroic Gelfling (think elf with a spare G) ventures into a cosmic struggle between good and evil. Battling his way past the evil Skeksis, he must quest for a missing piece of shard knocked off from some ancient crystal. Should Jen triumph then the planet will return to the old ways of peace, love and harmony. Should he fail then the universe will be condemned to an eternity of kiddie fantasy tosh like this. With puppets. **DM** Extras: Featurette, trailers, deleted scenes, filmographies, character profiles
Verdict: Stick to *The Muppets* 5/10



>>>Human Traffic is out now>>>

HUMAN TRAFFIC
Things you might have heard about *Human Traffic*. It's like *Transporting*. It has no plot. It's more a documentary on '90s youth than a feature film. Things you should know about *Human Traffic*? To categorise it as a Welsh *Transporting* is to commit a gross injustice. Director Justin Kerrigan has recreated the ideal weekend – if you're into disco biscuits, clubbing and deep discussions about *Star Wars*. At times, *Human Traffic* does seem like a documentary, but only because it's so well observed. It's difficult to watch the film without seeing something of yourself in one of the characters. Mixing questions of social unity, individual isolation and sexual paranoia with a thumping Pete Tong soundtrack and plenty of DVD extras, it's worth a look. **JC** Extras: Trailers, music video, filmographies
Verdict: Realistic, entertaining, grim... 8/10

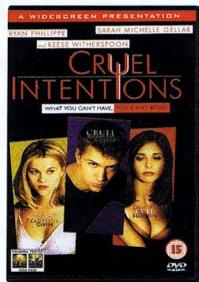


>>>Notting Hill is out now>>>

NOTTING HILL

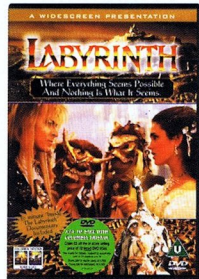
Posh fop Hugh Grant makes an appearance alongside Julia Roberts in Richard Curtis' sequel to *Four Weddings And A Funeral*. The plot runs thus: William Thacker (Grant), runs a travel bookshop and one day accidentally chucks coffee down the front of well-known Hollywood star, Anna Scott (Roberts). They decide they fancy each other, but it's love across an impossible divide. Do they get down to business, or not? Of course they do... Like most of Curtis' populist work, it's not complicated. Rhys Ifans puts in a great performance as Grant's scumbag housemate, but the idea of such a filthy, dirty creature living with Grant is ultimately unbelievable. Then again, he does live with Liz Hurley. **DM** Extras: Trailer, biographies, production notes, travel guide
Verdict: Love and loss in West London 8/10

"They decide they fancy each other, but it's love across an impossible divide. Do they get down to business?"



>>>Cruel Intentions is out now>>>

CRUEL INTENTIONS
American high school nonsense ripped off from Choderlos De Laclos' novel *Les Liaisons Dangereuses*. Ryan Phillippe plays Sebastian, a stud of sorts, looking for a challenge as he tries of the endless entourage of girls at his disposal. Enter Annette Hargrove, the new headmaster's daughter and self-proclaimed virgin. The inevitable pursuit ensues and, with help from a homosexual quarterback, an antique Jaguar and Sebastian's step-sister played by Sarah Michelle Gellar, Sebastian finally makes some headway. Reinforced by its literary roots, the plot compels to the end, and on more than one occasion you'll find yourself laughing, and then guiltily checking to see if anyone noticed, as another hapless character's life is turned upside down. **JC** Extras: Commentary, deleted scenes, music videos, featurette, filmographies, trailer
Verdict: Dawson gets dangerous 7/10



>>>Labyrinth is out now>>>

LABYRINTH
Scripted by Monty Python's Terry Jones, produced by George Lucas and directed by Jim Henson, *Labyrinth* was originally released back in 1986. Starring David Bowie as a goblin king, the film has more than a touch of the Lewis Carroll about it. Bored babysitter Sarah, wishes that her baby brother Toby would disappear – a little suspecting that Jareth the goblin king was within earshot and more than happy to oblige. Sarah is then given 13 hours to negotiate a giant *Labyrinth* and reach Goblin City to rescue Toby. On the way she encounters a bizarre ensemble of Henson-esque creatures and M.C. Escher-style locations. It's a fantastical story with strong characters and special effects worthy of a Lucas/Henson combo. **JC** Extras: Documentary, filmographies, trailer
Verdict: The puppet master at his best 7/10

QUIDS IN

The latest coin-ops from planet arcade

While the rest of the world battled with its collective New Year hangover, the coin-op industry kicked off the new millennium in style at ATEI, the world's largest dedicated coin-op show, held in London.

One eagerly-awaited game was Konami's *Silent Scope 2*, which has been developed with the European and US markets in mind. Strangely enough, while Konami have been keen to produce PlayStation peripherals for their Bemani music games, a scope peripheral for the original *Silent Scope* has yet to appear. Hopefully Konami will set this to rights, if *Scope 2's* sales don't suffer the same fate as its predecessor's in the aftermath of gun violence in US schools.



Midway showed off their latest driver, *Off-Road Thunder*. Even though the game is expected to be ported to PlayStation before the summer, it will struggle to make its mark in a strong line-up of racers.

Finally, Capcom have refuted claims that they will be ditching coin-op development, claiming they have ten to 12 titles scheduled for release next year on the back of titles like *Stryder 2* and *Spawn*.

Alex Tanner is editor of coin-op bible, *AB Europe*

PSM VERSUS...

LIMP BIZKIT

BIG SHORTS, BIG ATTITUDE, BIG SALES. LIMP BIZKIT ARE RATHER BIG IN AMERICA RIGHT NOW AND THEY'RE HEADING THIS WAY. TIME TO LOCK UP THOSE DAUGHTERS...

Words: Dan Meyers Photography: Jude Edginton

"O hhhh, man... That was a Mike Tyson punch right there."

Suite 808, the International Hilton, London and a large American gentleman in a beanie hat is sat on a plush tasting the pain with the *Wu-Tang Clan*. His accomplice, a small, chimp-like chap, is in the process of whacking him in the head with Method Man's mallet.

Welcome to the world of Limp Bizkit, white boy rap metal merchants and current flavour of MTV's month Stateside. Think Beavis and Butt-head meets Bart Simpson in a head-on collision with Rage Against the Machine. Aside from the usual entourage present at this sort of occasion, only two of the Bizkit boys are currently engaged in the gaming extravaganza that is *PSM* Versus... Voice of the yooof and face of the band, Fred Durst, is due to turn up later. Wes the guitar player doesn't play video games and DJ Lethal, formerly of House of Pain, is hung over

and in bed. It's three in the afternoon. Let's go to work...

"Are Raekwon and Inspectah Deck in here?" asks Chimp Bizkit, Sam Rivers, the band's bassist. Indeed they are, confirms *PSM*.

"Deck's got a phat album. It's killa. I wanna see Method Man." See, what these boys want, they generally get and, right now, what they really want is to become as big in the UK as they are in the US. Their latest album, *Significant Other* shifted millions of copies in the US, thanks to non-stop touring and their breakthrough single – a bizarre cover of George Michael's *Faith*, followed by the MTV-friendly, *Nookie*. The *Wu-Tang* game is kind of fun, but we need something closer to home to appeal to the good ol' boys from Jacksonville, Florida. *NFL Blitz 2000* gets lifted from the *PSM* satchel.

"Huh?" says a somewhat 'sleepy' drummer John Otto, pulling his hat further down across his eyes, "Let's have just

one more go on this." *Taste The Pain* stays on.

"The only PlayStation American Football game we had was *Madden*," explains Sam. "We had that three or four years ago when it first came out. We used to bet on that s**t. Oh my God, we were so mad at each other. I never got beat on that tour though." Presumably that's what paid for the diamond-encrusted Rolex hugging his wrist.

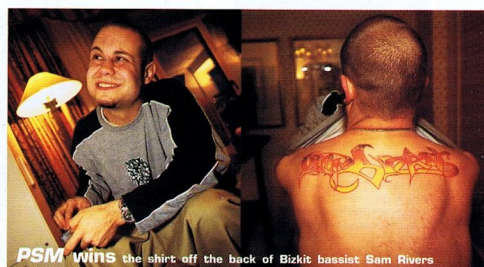
As it turns out little Sam's something of a gamer from the hardcore end of the spectrum.

"I been playing *Final Fantasy VIII* a lot. I'm pretty far in on it, but I didn't touch it the whole tour. I had too many other things going on. I'm mostly trying to get a, uh, h..."

What? A Chocobo? A secret Guardian Force? The moment has sadly passed as Sam gets belted around the ear with one of Raekwon's slaps.

"That was dope," says a shocked Sam.

"Yeah, that's phat..." affirms



John, thoughtfully.

We have a winner. Inevitably it's *PSM*. Ha.

On to the subtleties of American Football then, and *NFL Blitz*. *PSM* adopts the tactics of a true champion – subterfuge and deceit.

"You played this before?" asks John, suspiciously.

Erm, nope. *PSM* acts innocent. Of course, this is a blatant lie. *Blitz* has been an office favourite for weeks. We lob a bomb over the top, plucked from the air by our star wide receiver, who's promptly hammered by one of Sam's heavyweight line backers. Damn. Sam's amused, chuckling to himself, "Man, this is funny," as our player hobbles from the field, "He's hurt and s**t. This is like cool 'cos you can beat people up and stuff."

At which point Chief Bizkit, Fred Durst swaggers in, "Those graphics suck," he barks. "When's that PlayStation2 coming out? That's the one I'm waiting for."

PSM leaves it to John to wax lyrical about the game. "There's some dope moves on it, dude. You can like kick people and s**t."

Mr Durst takes the hot seat,

visibly unimpressed with *NFL Blitz*, indeed seemingly disillusioned with PlayStation games as a whole.

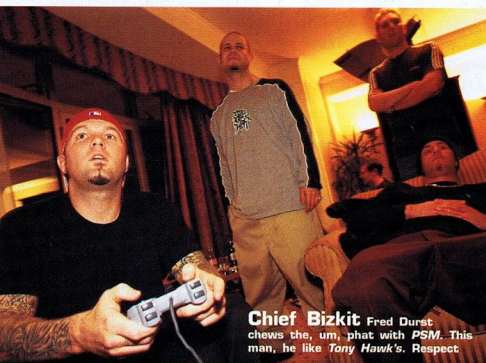
"I'm waiting for PlayStation2, and the Limp Bizkit game," announces Durst to the assembled throng, "I have an amazing idea for it as well – a genius idea – but it's gotta be on the new one because I ain't going for no half-assed graphics."

What's it going to be? *Spice World* with guns?

"No. Totally different concept, more like *Tomb Raider* with stacks of different worlds. It'll be phat, man. You could choose different members of the band. It wouldn't be a fighting game, but it'd be really cool to have, like, weapons. That would be phat, like really killer chainsaws."

Durst's working himself into a lather, "I think it would work in either the real world or totally made-up dimensions. I'd want it in a world like *Lara's* where it just goes on forever. Those things look pretty real to me. I get quite obsessed."

Into *Tomb Raider* then? Durst goes quiet, and suddenly very serious, "*Tomb Raider's* the phattest game in



"I'm waiting for the Limp Bizkit game. I have an amazing idea for it – a genius idea..."

the world..." It seems like games play a major part in his life.

"I started playing *Pong* and I played *Asteroids* and *Pac-Man*, *Joust*, *Defender*... I love videogames."

It's time to show Mr Durst that our favourite little grey box still has some life in it yet. Tony Hawk, come on down.

"Tony Hawks is the best game they've got on there," confirms John.

"Is it phat?" asks Fred.

"Dude, it's sick."

Indeed. We kick off with a game of Horse which sees PSM racking up the points, leaving Fred to struggle with his nollies. He tires quickly.

"Can't we cruise around a bit and s**t? This on PlayStation2 would probably be unbelievable."

Fred dives into the Warehouse level and begins to pick up skills. Simple grinds build up into elaborate spins.

"I like this game. Just give me a couple of days practice, dude, this is addictive."

After every two-minute run he hits re-try, again and again. What does he think now?

"I think it's dope... I think it's the best game I've ever played."

Big-shorted, rap metal band like skateboarding game. Who would of thought it? ■

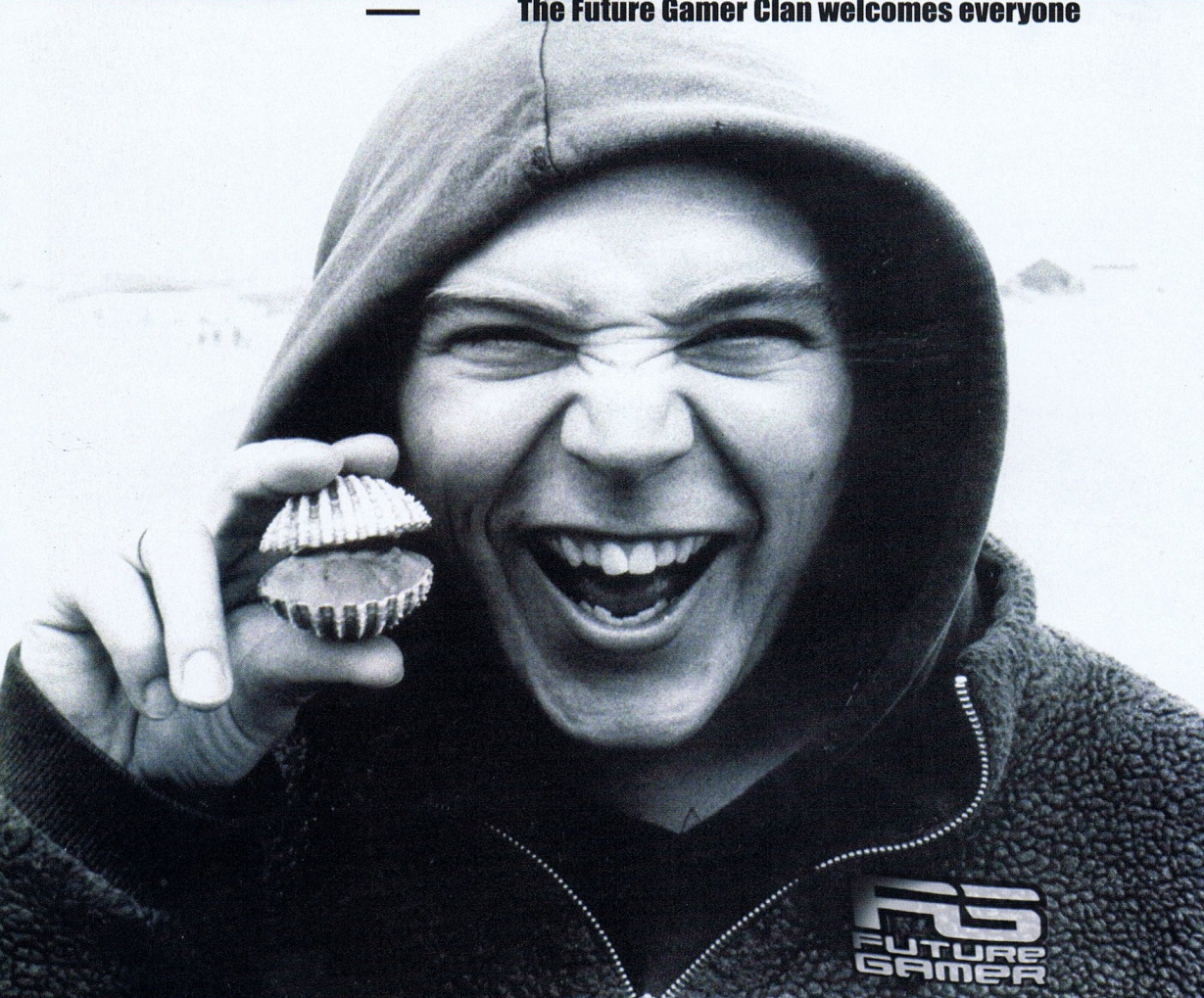
>>>The Limp's current album *Significant Other* is out now>>>



Under the scrutiny
of *Bizkit* are *MPJ Bizkit 2000* ("There's some dope moves on it, dude...") and *Tony Hawk's Skateboarding* ("Dude, this is addictive...") Dude...

[FGC] _ Shell

The Future Gamer Clan welcomes everyone



copyright Andy Boyd

[Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

www.futuregamer.com]

WIN THIS!

BOOTY

ALL OF THIS CAN BE YOURS! SIMPLY SEND YOUR ANSWERS TO PSM ON A POSTCARD AND KEEP THEM FINGERS CROSSED...

Skate & Destroy combo

Menace society with this *Thrasher Skate & Destroy* shirt, hooded top and (duh) skateboard. Phat, I believe

Toy Story 2 wallets

Take your CDs to, well, infinity and beyond with the Buzzster

Quake II

The PlayStation's most frag-tastic first person shoot 'em up is yours for the taking

Player Manager 2000 goodies

As part of their *PM 2000* research, Anco have been visiting clubs the land over and have given us a Derby County shirt and ball both signed by Jim Smith. Game on

Medal Of Honour

Ten copies of EA's World War II shooter are up for grabs

Urban Chaos freebies

Action-seekers behold! 'Tis the Urban Chaos goodie bag

MATCH THE SYMBOLS TO SEE WHAT BOOTY BONUS YOU COULD WIN...

QUAKE II

Activision have given us ten copies of *Quake II* (PlayStation's finest PC conversion yet) to dish out to ten lucky people. But you've got to be in it to win it, so answer the question below and send your entries on a postcard to **'Quake II Booty 55'** at PSM's editorial address.

Q What was the apocalyptic name of Quake's forerunner?
Activision's *Quake II* is available now for £39.99

MEDAL OF HONOUR

It's a story of death, destruction, medals and, um, honour... And that's just to enter the competition. Scout out the question below, lay down your answer on a hunter-seeker postcard and fire it off to the **'EA/Honour Booty 55'** at the PSM editorial address.

Q In what year did WWII end?
EA's *Medal Of Honour* is on sale at all good videogame shops for £39.99

TOY STORY 2 CD WALLETS

We've bagged five Buzz Lightyear CD cases and we want to give them TO YOU. They're yours for the taking, just send a postcard marked **'Toy Story Booty 55'** compo to the PSM editorial address and your answer to the following:

Q What vegetable-related toy features in Toy Story?
For more Toy Story 2 goodies, turn to the compo pages beginning on page 160

URBAN CHAOS

The bags are a-bulging with *Urban Chaos* gumph, including a video, T-shirt and sweat bands. To be one of ten lucky winners, take a butchers at the question below and send your answers on a posty to **'Chaos Compo Booty 55'** at the usual address.

Q What's the opposite of chaos?
Keep your eyes glued to PSM for all the latest on Eldo's *Urban Chaos*

Thanks to all the other Booty contributors including 1-Up, Media, InfoGames and EA

WIN ALL THIS!

Fancy getting your hands on this pile of gaming goodies? Simply answer the following footy-related question:

Q Which British team recently won the World Club championship in Japan?
A) Derby County
B) Manchester United
C) Liverpool

Answer on a postcard to 'Booty 55' at PSM, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Use this address for ALL Booty mail.

Note: Closing date is 23/2/2000. All usual compo rules apply. Thanks to all companies involved. First correct answer out of the hat wins 'Booty 55'. First correct answers out of the other four hats win the Booty Bonuses. All winners drawn at random. Editor's decision is final. Yes it is.

BACK ISSUES

PSM BRINGS YOU THE BEST NEWS, REVIEWS AND EXCLUSIVE DEMOS. MISSED AN ISSUE? GET YOUR FIX HERE – OR SEE OUR SUBSCRIPTIONS OFFER ON PAGE 142



CD 50: Wip3out, FFVIII, No Fear, Point Blank 2, Um Jammer Lammy, Lego Racers, R/C Stunt Copter, Mission Impossible and more



CD 51: Quake II, Dino Crisis, MGS Special Missions, This Is Football, LOK: Soul Reaver, 40 Winks, Tarzan (all playable) and more



CD 52: Tomb Raider: The Last Revelation, Spyro 2, Mission Impossible, Fighting Force 2, Championship Motocross and more



CD 53: Gran Turismo 2, FIFA 2000, Crash Team Racing, NBA 2000 Rainbow Six, Jade Cocoon, This Is Football, Pong and more



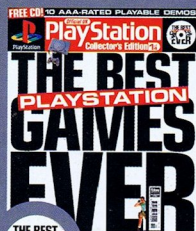
CD 54: Toy Story 2, MTV Snowboarding, Sled Storm, V-Rally 2, NHL Championship 2000, Worms Armageddon, Gran Turismo 2 and more



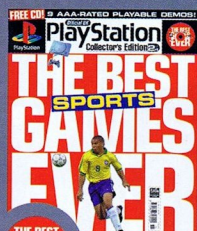
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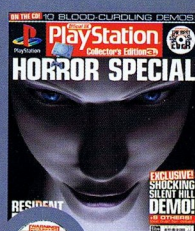
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On the CD: MGS, Ridge Racer Type 4, Tekken 3, TR 3, GT, Driver, Age Escape, ISS Pro '98, Crash Bandicoot 3 and Cool Boarders 3



On the CD: FIFA 2000, Tony Hawk's Skateboarding, Anna Kournikova's Smash Court Tennis, This Is Football and more



On the CD: Resident Evil, Silent Hill, Quake II, Dino Crisis, Soul Reaver, Carmageddon, Doom, Nightmare Creatures and more

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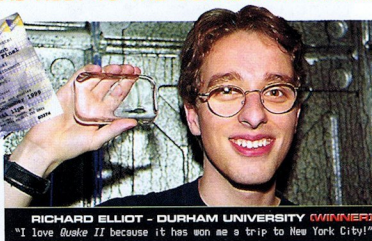
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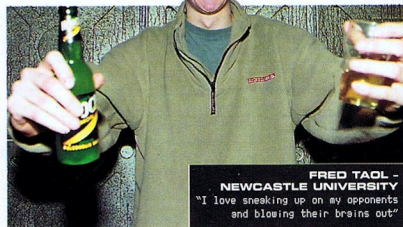
QUAKE II IS
AVAILABLE NOW
FROM ACTIVISION

UNIVERSITY OF LONDON UNION WAS HOST TO THE *QUAKE II* UK STUDENT CHAMPIONSHIP GRAND FINAL...

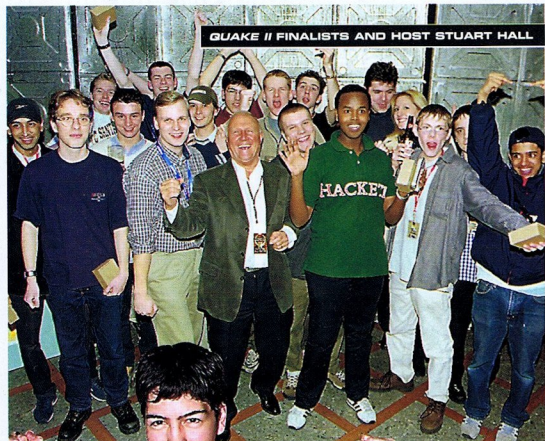
All over the UK, rabid fraggers have been battling furiously in the *Quake II* Championships, but only the strong strode on to the final showdown at the University Of London Union. Stuart "And Here Come the Belgians Hahahaaaaaaa" Hall hosted the Grand Final which saw 12 gib-thirsty finalists line up for the chance to win a holiday in New York City. Find out who's the most fiendish fragger of them all... ■



RICHARD ELIOT - DURHAM UNIVERSITY (WINNER)
"I love *Quake II* because it has won me a trip to New York City!"



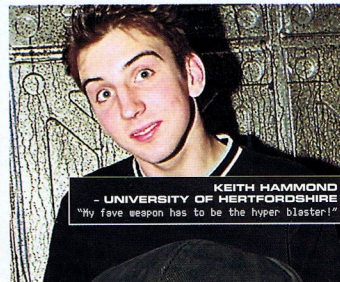
FRED TADI - NEWCASTLE UNIVERSITY
"I love sneaking up on my opponents and blowing their brains out"



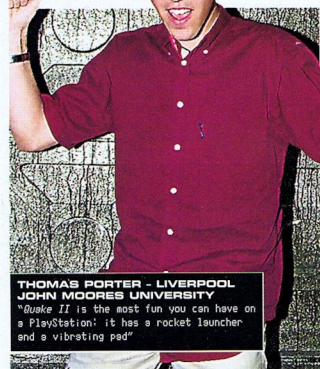
QUAKE II FINALISTS AND HOST STUART HALL



TAMIL NADER - BRETTON HALL, WEST YORKSHIRE
"People think I have evil eyes - I can't think why. Maybe that's why I am a finalist"



KEITH HAMMOND - UNIVERSITY OF HERTFORDSHIRE
"My fave weapon has to be the hyper blaster!"



THOMAS PORTER - LIVERPOOL JOHN MOORES UNIVERSITY
"*Quake II* is the most fun you can have on a PlayStation: it has a rocket launcher and a vibrating pad"



DAVID SMITH - STAFFORDSHIRE UNIVERSITY
"I love *Quake II*, it's an escape from the real world"



AMIT PATEL - KING'S COLLEGE, LONDON
"Favourite *Quake II* move: left, right, left, shoot, shoot, shoot, die, die, die!"

Words: Angharad Davies Photographs: Ed Westmacott

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LIGHTSTICKS AT THE READY AND FLUFFY BRAS AHOY AS DEMO 55 GETS FUNKSOME



EDITED BY: Catherine Channon

Comments, queries and blather to disc@psnonline.co.uk or fax us on 01225 732291. Sorry, we are unable to answer you queries over the telephone

Ladeeeez and gennlemen, good evening and welcome to Club PSM. This month sees our little black number dusting down its Buffalos, and stompin' on to the dance floor. Tunes and visuals are provided by *Music 2000* and YV, while in the Go Go Cage this evening will be the, ever-gripping Action Man. Celeb guests include Eddie Irvine and Michael Schumacher plus those Gatecrasher lookalikes, the *Micro Maniacs*. Manumission, eat your heart out...

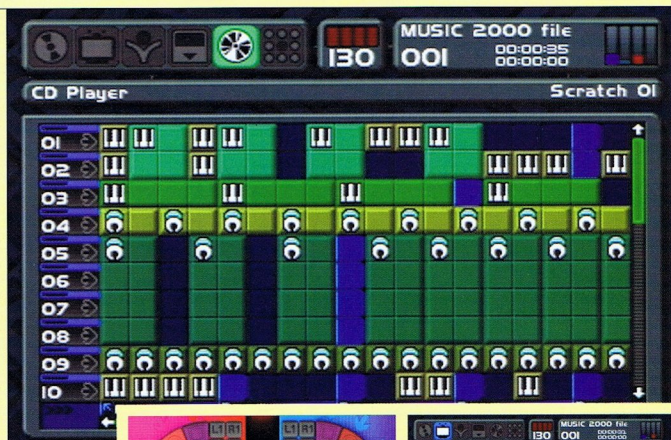
Catherine Channon

TO USE DISC 55

Load the disc and scroll through the game choices using ← and →. Press ⊗ to select the demo you want. At the end of some of the demos you will need to reset your console

Problems with your CD?

Pack up your troublesome cover disc in an envelope and send it back to the following address. We will test it and, if it is faulty, we'll send you another CD. Please note we do not keep old discs in stock.
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Select your sample from *Music 2000's* huge selection. Lay down base, percussion and vocals, play 'em back and then muck about to your art's content



Music 2000

■ PUBLISHER	Codemasters
■ STYLE	Music creation
■ PROGRAM	Playable demo

Eack on the scene, and guaranteed to give you more street cred than a gold Amex, is *Music 2000*. After the massive success of the original *Music*, Codemasters have been getting even more creative with their crotchets. For those of you that missed out, *Music* enables you to mix your very own tracks from a massive selection of hip hop, techno, and house samples. You can even make your own video to go with your track. So without further ado PSM presents the next installment of *Music*, the program that makes DJing something even your Granny can do. Well, maybe.

■ Controls

- Ⓐ Go back a level (takes you to the main options screen if you get stuck)
- Ⓞ Open menu for current level. You will find the other short-cut buttons

- ⊗ and help text listed on each menu
- Ⓞ Action (select or paste)
- Delete
- ← → Move about the screen
- Ⓞ Begin play back/end play back
- Ⓞ Open up the library for the current level
- Ⓞ Opens up the palette for the current level
- Ⓞ Short-cut for editing areas in Music Jam Mode
- Ⓞ Open up the menu

■ Additional features

The full game features an amazing sound sampling facility. You can place any music CD into your PlayStation while *Music 2000* is loaded and lift your favourite samples and loops from it.

■ Further information

Scratch back to PSM53, where we rifle the sleeve of *Music 2000*.

Action Man Mission Xtreme

■ PUBLISHER	Hasbro
■ STYLE	Action/adventure
■ PROGRAM	Playable demo

That old plastic classic, Action Man, is about to storm your PlayStation for some khaki-coloured hi-jinks. You join him in his battle against criminal mastermind Doctor X and his dangerous accomplices and inevitably, only ol' crop top can save the world from X's depraved plot. Your first mission on our demo is to stop Professor Gangrene's forces from raiding the city. Use the radar to direct you to the bad guys, and destroy them on sight. You can use vehicle pickups, (shown on screen as little spanners) to repair your car and you can pick up power points (which have the Action Man logo on them) for special bonuses. The second mission is set in the desert. Gangrene's forces have been stealing equipment, but nobody knows why. Investigate his desert lab to uncover his plans. The entrance to the base is hidden, so your first objective is to find concealed code key pieces. Use your metal detector. Watch out for the guards, they want you dead.

■ Controls

Vehicle Controls

↑	Accelerate/forward
↓	Reverse
←/→	Turn left/right
Analogue	All directions
△	Pause menu/mission objectives
□/○	Fire weapons
⊗	Accelerate
⊙	Reverse
○	Handbrake turn
Action Level controls	
⊞	Sniper Mode zoom out
⊟	Walk (held down)
⊠	Sniper Mode zoom in
⊡	Look around (held down)
⊢	Action/attack/fire
⊣	Weapons/inventory
⊤	Single jump (x1) or double jump (x2)

■ Additional features

The full game features a multitude of both action and vehicle-based levels. There are times when you'll be required to control planes, boats, bikes and cars.

■ Further information

We took a peep down *Action Man Mission Xtreme's* trousers in PSM54.



F1 '99

■ PUBLISHER	SCEE
■ STYLE	Racing sim
■ PROGRAM	Playable demo

Get up to speed with the latest game in Psygnosis' F1 series. Heeding player criticism of F1 '98, new developers Studio 33 have gone back to the drawing board to create the game dedicated Formula 1 fans have been waiting for. They've even included the new Sepang Malaysian track. The game's basic mechanics have been re-tuned, re-bored and tweaked to perfection, and as ever PSM is on hand to prove it to you, so without further ado over to you Murray. The demo enables you to compete as many quick races as you please. The venue is the home of British Grand Prix, Silverstone. You have a choice of cars, drivers and teams including Ferrari, McLaren and Jordan. Stats are displayed on screen, giving the drivers previous wins, poles and starts, and if you go to the options screen you can even check out their high scores.

■ Controls	
←↑↓→	Steer
Left analogue	Steer
Right analogue ↑	Accelerate
Right analogue ↓	Brake

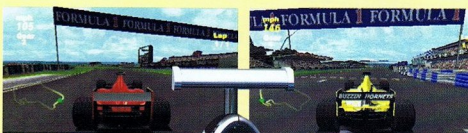
⊗	Accelerate
⊙	Brake
⊠	Change view
⊡	Front on view

■ Additional features

The full game features a complete selection of accurately mapped circuits from the '99 season, along with all the cars and drivers. You can compete in quick races, or a full Grand Prix season. The choice, as Graham Hill says, is yours.

■ Further information

PSM pulled Formula 1 '99 in for a pit stop back in issue 54. Check it out for the full lowdown.





Your mission, should you choose to accept it, will involve a high-speed car chase through busy city streets, or dangerous combat situations with Gangrene's guards



McLaren, Ferrari... There's an entire garage of F1 cars and drivers for you to play with. Just watch out for those corners. At 160mph they come out of nowhere



Scramble, scramble, scramble... You've got bogeys on your tail and the skies are filled with enemy aircraft. Destroy them all

Ace Combat 3: Electrosphere

■ PUBLISHER	SCEE
■ STYLE	Flight combat sim
■ PROGRAM	Playable demo

A rare sighting of that mythical beast – the PlayStation flight sim. *Ace Combat 3* looks the after-burning, G-LOCing, pylon-pranging business as you attempt to be The Cruiser, encased in little more than a supersonic dart. While it plays realistically, Namco have spiced things up by pitching you into a volatile near-future setting. People no longer fight for truth, honour or the American right-of-way, they fight for money. The world is dominated by two sinister mega-corps, who take the term cut-throat competition a little too literally. Result? High-flying company reps don't drive around in Ford Mondeo's, but do business from the comfort of their combat fighters. As a pilot for the Neo United Nations, it's up to you to restore order – violently. Peace is not an option. Our demo requires you to destroy all enemy craft on sight – it's a dirty job.

Controls

Left analogue

- ↑ Pitch down
- ↓ Pitch up
- ← Left roll
- Right roll

Right analogue

- ↑ View up
- ↓ View down
- ← View left
- View right
- ⊗ Machine gun
- ⊙ Missile
- Ⓢ View radar
- Ⓐ Change selected target
- Ⓜ Decelerate
- Ⓛ Left yaw
- Ⓡ Accelerate
- Ⓜ Right yaw

Additional features

The full game features over 20 aircraft, plus ten additional enemy planes.

Further information

PSM carries out all final checks on *Ace Combat 3*'s craft on page 108 of this issue.



This air to ground mission requires you to destroy a number of key targets, including a vital supply bridge

Eagle One: Harrier Attack

■ PUBLISHER	Infogrames
■ STYLE	Air combat sim
■ PROGRAM	Playable demo

The demo disc is a veritable flying circus this month as we double the aerial fun with our second flight sim of the month. This one has a classic appeal, offering honest-to-goodness Commie bashing with Blighty's very own 'Best Of British' Harrier Jump Jet. But before you loop your Union Jack boxers over yer lug-holes and prepare to liberate the Malvinas, it turns out that our faithful Harriers have been lent to the Yanks. They're browning their britches over some terrorists who've destroyed military communications with a deadly electromagnetic pulse and, in the confusion, taken control of Hawaii. If we were terrorists we'd want to live on a tropical island too. There's only one solution, jump into your Jump Jet, fly to Hawaii and prepare to unleash a smorgasbord of destruction on their Balaclava-clad asses. Your mission in our demo is to destroy the bridge over Puunene, this will buy time for your

forces by preventing reinforcements reaching the terrorist group. You will need to refuel first, though.

■ Controls

△	Increase thrust, rise upwards (Hover Mode)
△	Speed up (Jet Mode)
⊖	Decrease thrust, sink downwards (Hover Mode)
⊖	Slow down (Jet Mode)
⊙	Change weapon
⊗	Fire weapon
Ⓜ	Change target
■	Change view

■ Additional features

The full game features a rather nifty Two-Player and Two-Player Vs Mode, plus a Training Mode for those pilots still wet behind the ears.

■ Further information

A full review of *Eagle One: Harrier Attack* is coming up next issue.

Video Gallery

PSM'S REGULAR
LOOK AT FOOTAGE
OF TOMORROW'S
GAMES

Colony Wars: Red Sun

■ PUBLISHER	SCEE
■ STYLE	Space combat
■ PROGRAM	Rolling demo

This space combat game is the third in Psygnosis' successful series. In *Red Sun*, you play the part of a military agent and, unlike previous titles in the series, you are able to choose your own missions.



Team Buddies

■ PUBLISHER	SCEE
■ STYLE	Strategy game
■ PROGRAM	Rolling demo

You join the *Team Buddies*, a bunch of jelly bean shaped characters, who seem intent on obliterating each other in a kind of *Worms-meets-Risk* scenario. You're in charge of a team of buddies whose complementary gifts include karate, stealth, medical skills and even cybernetic powers.



Gran Turismo 2

■ PUBLISHER	SCEE
■ STYLE	Racing sim
■ PROGRAM	Rolling demo

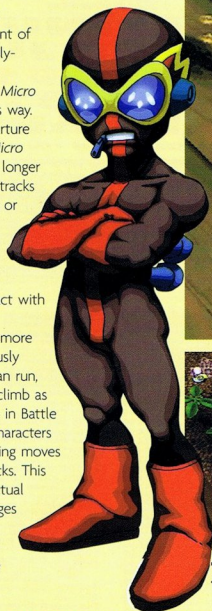
The biggest release of the year is getting ever closer, it really is. We promise you, you won't have to wait much longer. It's the one and only *Gran Turismo 2*, and another chance for you to watch the delicious Propellerheads rolling demo.



Micro Maniacs

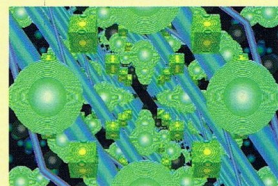
■ PUBLISHER	CodeMasters
■ STYLE	Miniature racer
■ PROGRAM	Rolling demo

The latest installment of the hugely-successful *Micro Machines* series, *Micro Maniacs* is on its way. In a radical departure from previous *Micro* games, you'll no longer be racing round tracks in miniature cars or tanks, but running foot races with little nutters instead. Characters interact with their over-sized surroundings far more than was previously possible. They can run, jump, slide and climb as well as compete in Battle Modes, where characters use various fighting moves and special attacks. This demo spawns actual races, so it changes every time you run it – just watch their little legs go...



The *Micro Maniacs* are far more agile than their vehicular counterparts. They can run, jump and climb just about anywhere.

EXTRA PROGRAM



YVJ

■ PUBLISHER	SCEE
■ STYLE	Video generator
■ PROGRAM	Utility

Anyone who hungers for something a little more accessible than *Music 2000* ought to check out *YVJ*. Load it up from the demo disc, (using \odot to select it from the menu) Then put in your favourite music CD, watch the pretty patterns and groove in time to the tunes.

NEXT MONTH'S DEMO DISC

NEXT MONTH'S LINE-UP INCLUDES...

- THE THUMB-TESTING **LE MANS 24 HOURS**
- THE SWEETLY-REBELLIOUS **RENEGADE RACERS**
- THE SUBLIMELY-NAUSEATING **ROLLAGE STAGE II**
- PLUS ACTION WITH **SPACE DEBRIS** AND **COLONY WARS** PLUS! **DEMOLITION RACER**, **N-GEN** AND MORE!



Demolition Racer



Colony Wars: Red Sun



Rollage Stage II



Le Mans 24 Hours

FOR PLAYSTATION2 FOREVER

REBORN IN THE USA

OFFICIAL
EXCLUSIVE!

EXCLUSIVE DUKE NUKEM DETAILS, STRAIGHT FROM THE PRESIDENT

This Duke game will be "much more serious" according to Erick Dyke, president of n-Space, developers of the all-new PS2 *Duke Nukem* game revealed in last month's PSM. "It's far too early to reveal the plot, but we will be establishing parts of the Duke backstory and revealing the history of an important character in Duke's life."

n-Space have been working on the title (in conjunction with series creators 3D Realms) for almost a year. "We're working on key gameplay issues at the moment," reveals Erick, "trying to make this an action game with strong story elements. There will be levels, but they'll flow more like acts in a movie than chapters in a book."

Speculation that this new project could be *Duke Nukem Forever* for PlayStation was crushed by Erick. "This is an entirely original game. The PC gaming experience is so different to the console one, that a straight port wouldn't do the game justice." But with the processing power of PS2, surely we'll be seeing some multiplayer action? Erick refused to be drawn. "That's still to be determined - our current focus is on single-player. Wait and see..."

Having finalised a publishing deal with

"We're working on key gameplay issues, trying to make this an action game with strong story elements"

Rockstar Games the development team has now been brought up to full strength and are continuing work on the story and preliminary concept. They also reckon they've got the jump on some other developers. "Our technology is already running on PS2 and that will help keep us focused on the important things, like gameplay." Already running on PlayStation2? Oh, to be a fly on the wall at n-Space... ■



More guns, more ladies and more gore. Must be the latest installment of Duke Nukem, heading to a next-generation console near you

MORE FLANNEL

HERE COMES THE SUMMER

ELECTRONIC ARTS STUMP UP CRICKET 2000 FOR A SPRING RELEASE

Fichie Benaud and David Gower step up to the crease to provide the commentary for EA's latest millennial sports fest. Yup, this time it's cricket, and you can bet your middle stump it'll be the usual EA Sports pseudo-

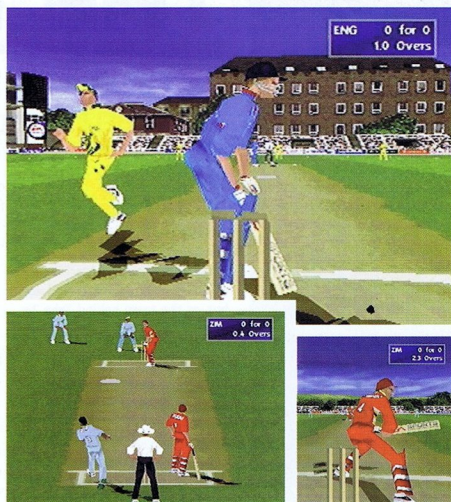
realistic affair, claiming better-than-on-the-telly presentation.

The game's based on the 1999 World Cup, and features over 500 motion-captured animations of top international players. A great deal of time has been devoted to the development of the ball physics, which apparently

calculate the ball's bounce according to the way it was delivered by the bowler.

Cricket 2000 includes ambient stadium sounds (expect polite applause and dubious chanting) and a variety of camera angles. Check out the stump cam for a worm's eye view, or the batter's cam to experience the sheer terror of a 100mph toss.

Since the teams are based on those from the 1999 World Cup we can also look forward to playing as the invincible England team. Or maybe not... ■



"Check out the stump camera for a worm's eye view, or the batter's cam..."

Your chance to triumph where the England squad have failed



COUNT 'EM, 592 GAME
REVIEWS SQUASHED
INTO SIX PAGES. THE
PSM DATABASE - DON'T
LEAVE HOME WITHOUT IT



ACE COMBAT 2

SCEE - PSM27 - 510 - Flight sim
Fantastic, full-on action, but unfortunately you can finish it in a day.

ACTION MAN MISSION XTREME

Havbro - PSM54 - 610 - Adventure/shoot 'em up
Diving while it lasts, but disappointingly lightweight. You're given far too many clues.

ACTUA GOLF

Gremlin - PSM9 - 610 - Golf sim
Decent player animation and varied commentary are combined to good effect.

ACTUA GOLF 2

Gremlin - PSM22 - 710 - Golf sim
Better graphics and new shots fail to hide basic gameplay limitations.

ACTUA GOLF 3

Gremlin - PSM40 - 610 - Golf sim
For the dedicated golf fan only. Dated control system and old-fashioned visuals.

ACTUA ICE HOCKEY

Gremlin - PSM30 - 610 - Ice hockey sim
Very ordinary game with slow graphics and many minor niggles. Not bad, but not excellent either.

ACTUA ICE HOCKEY 2

Gremlin - PSM45 - 610 - Ice hockey sim
Like playing for real without a helmet. But it's missing one obvious point - the players.

ACTUA SOCCER

Gremlin - PSM3 - 910 - Football sim
A slick and accomplished early bash at this overcrowded game genre.

ACTUA SOCCER 2

Gremlin - PSM27 - 910 - Football sim
A hard game to master, but still among the best.

ACTUA SOCCER 3

Gremlin - PSM40 - 610 - Football sim
Lacks a wide range of moves and fails to convey the flowing nature of the sport.

ACTUA SOCCER CLUB EDITION

Gremlin - PSM20 - 710 - Football sim
Basically, Actua Soccer with national rather than international sides.

ACTUA TENNIS

Gremlin - PSM38 - 510 - Tennis sim
The infinitely more fun Anna Kournikova's Smash Court Tennis remains supreme.

ADIDAS POWER SOCCER

Pygmyosis - PSM16 - 910 - Football sim
The George Best of footy sims - wild, eccentric, but oh so captivating.

ADIDAS POWER SOCCER 2

Pygmyosis - PSM28 - 710 - Football sim
There are better footy games around, but this has lots of grit and flair.

ADIDAS POWER SOCCER INT

Pygmyosis - PSM18 - 810 - Football sim
New modes and more realistic team and player abilities. Not a lot else.

ADIDAS POWER SOCCER '98

Pygmyosis - PSM29 - 710 - Football sim
Disappointing and often infuriating.

AGILE WARRIOR

Virgin - PSM3 - 610 - Air combat sim
Rough and unpolished flight 'em up with a few redeeming features.

AIR COMBAT

SCEE - PSM1 - 610 - Air combat sim
Slightly fancy arcade pop 'em up, too short and easy to merit ungaraged acclaim.

AIRONAUTS

Red Storm - PSM48 - 410 - Shoot 'em up
There's a great game buried in here. A bit more there and this could have been a winner.

AIR RACE

THQ - PSM26 - 710 - Racing/flight sim
Pleasantly surprising. It has obvious faults, but is robust, smart and fun-filled despite them.

AIV EVOLUTION GLOBAL

Acclaim - PSM9 - 710 - Strategy
Snappily titled Sim-City clone. Deep and challenging, but slow in places.

AKU! THE HEARTLESS

Eidos - PSM42 - 810 - 3D adventure
No-nonsense adventure with an attractive evil sheen.

ALIEN TRILOGY

Acclaim - PSM4 - 810 - Shoot 'em up
Pain-vengefully scary Doom clone with an emphasis on intellect and agility.

ALL STAR SOCCER

Eidos - PSM23 - 610 - Football sim
Comedy commentary tries to lift this mediocre footy sim and fails.

ALL STAR TENNIS

Ulti Soft - PSM40 - 710 - Tennis sim
Entertaining and inventive slice of tennis action, but not recommended for the lone player.

ALLIED GENERAL

Mindscape - PSM20 - 510 - War game
Dated, graphically-inevitable war game with few gameplay plus points.

ALONE IN THE DARK

Infogrames - PSM62 - 810 - 3D action/adventure
One of the most picturesque and playable adventures on the market.

ALUNDRÄ

Pygmyosis - PSM31 - 910 - RPG
Legend of Zelda for the PlayStation, and not before time. Compulsively addictive.

ANDRETTI RACING '97

EA - PSM11 - 710 - Racing sim
Varied, fun, but slightly clunky racer. Pales in comparison to Ridge Racer.

ATARI COLLECTION 2, THE

GTI - PSM36 - 710 - Retro compilation
The best retro collection to date, but most games fail to hold their own in the '90s.

ATLANTIS

Cryo - PSM39 - 510 - Point 'n' click adventure
Lacking in looks and personality. Must try harder.

AUTO DESTRUCT

EA - PSM29 - 610 - Racing/strategy
Not all bad, but far from excellent. Boxes of the game are good, but it soon becomes repetitive.

AYRTON SENNA KART DUEL 2

SunSoft - PSM36 - 410 - Kart racing
Low quality, simplistic racer. Rough, ropy, clunky. To be avoided.

AZURE DRILLS

Konami - PSM37 - 710 - RPG
Infodumping but quirky RPG. If it appeals to you you'll be hooked for weeks.

BABY UNIVERSE

SCEE - PSM35 - 610 - Music/kaleidoscope
An amusing enough trifle, but when was the last time you spent \$30 on a trifle?

BALLBLAZER

EA - PSM43 - 510 - Future sport sim
Lacklustre update of the Commodore 64 title. Stick to that or its more satisfying.

BATMAN & ROBIN

SCEE - PSM34 - 610 - Arcade/adventure
There are too many duds fighting for attention.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

SCEE - PSM1 - 610 - Tennis sim
Its retro look and innate cruelty won't appeal to everyone, but it's an arcade gem. Pure genius.

AOPE ESCAPE

SCEE - PSM47 - 910 - 3D platformer
The best platformer released so far - instantly amusing and enjoyable.

APCALYPSE

Acclaim - PSM41 - 810 - Shoot 'em up
Messy in places, annoying and frustrating, but will keep blaster fanatics amused for some time.

AQUANAUTS HOLIDAY, THE

SCEE - PSM37 - 410 - Scuba sim
Underwater experience title which soon bores rather than captivates.

AREA 51

GTI - PSM21 - 510 - Shoot 'em up
A tedious, repetitive and unforgivably-slow Time Crisis forebear.

ARMoured CORE

SCEE - PSM35 - 610 - Mech shoot 'em up
Engrossing, weapon-grade mech action.

ARMY MEN 3D

SCEE - PSM31 - 610 - Adventure/shoot 'em up
Seriously flawed execution prevents it from fulfilling its substantial potential.

ASSAULT

Telstar - PSM37 - 610 - 3D shoot 'em up
Tension-relieving blasting, but the 3D perspective results in aiming problems and unfair deaths.

ASTERIX

Infogrames - PSM46 - 310 - Platformer/strategy
Sub-standard fusion of Risk and a feeble collect 'em up (with occasional fighting).

ASTERIODS

Acclaim - PSM41 - 710 - Shoot 'em up
This 3D version of the classic is just as addictive and fun to play.

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BATTLE ARENA TOSHINDEN

SCEE - PSM1 - 810 - Beat 'em up
This weapons-based 3D punch up is a key early title which still impresses.

BATTLE ARENA TOSHINDEN 2

SCEE - PSM17 - 710 - Beat 'em up
Disappointingly similar sequel which adds little but extra graphical finesse.

BATTLE ARENA TOSHINDEN 3

SCEE - PSM24 - 710 - Beat 'em up
Marginally better than its prequel but still no contender for the Tekken series.

BIG AIR

EA - PSM46 - 410 - Snowboarding sim
The kind of game you'll only play when you're bored - very bored.

BIG HURT BASEBALL

Acclaim - PSM9 - 610 - Baseball sim
The visuals are really the only thing that impress in this flawed sim.

BIO FREAKS

GTI - PSM37 - 710 - Beat 'em up
Provides laughter and blood-stained enjoyment.

BLACK DAWN

EA - PSM13 - 810 - Air combat sim
Ambitious, yet severely limited, hack 'n' slash affair with the challenging missions.

BLAM! MACHINEHEAD

GTI - PSM1 - 910 - Shoot 'em up
Nice-looking x-cii blaster with interesting touches.

BLAST CHAMBER

Acclaim - PSM13 - 710 - Puzzle
Innovative and mentally challenging.

BLAST RADIUS

Pygmyosis - PSM35 - 810 - 3D shoot 'em up
Thoroughly enjoyable arcade-style shoot 'em up.

BLASTO

SCEE - PSM36 - 610 - Cartoon adventure
A cartoon cavalcade of atropaleptic gymnastic insanity. If only it was really that better controls...

BLAZE & BLADE: ETERNAL SEQUEL

FunSoft - PSM41 - 610 - RPG
Interesting attempt at a multiplayer RPG, but not very good.

BLOOD OMEN: LEGACY OF KAIN

BMG - PSM17 - 710 - RPG
Ambitious, yet severely limited, hack 'n' slash affair that's riddled with small flaws.

BLOODLINES

SCEE - PSM45 - 710 - Future sports
Hard and fast action in sports, but very little else.

BLOODY ROAR: HYPER BEAST DUEL

Virgin - PSM29 - 810 - Beat 'em up
Lacks variety, but there's loads of strategy and it's a visual treat.

BLOODY ROAR 2: BRINGER OF THE NEW AGE

Virgin - PSM44 - 810 - Beat 'em up
A fine, quick and responsive fighting machine.

B-MOVIE

GTI - PSM47 - 810 - Shoot 'em up
Contains a surprising amount of depth and manages to stay fresh despite its simple premise.

BOMBERMAN

Virgin - PSM47 - 710 - Arcade game
What's dull for one player is delicious for five.

BOMBERMAN FANTASY RACING

EA - PSM47 - 610 - Kart racing game
No amount of tricks can mask the awkwardness of your mouse satisfaction.

BOMBERMAN WORLD

SCEE - PSM34 - 610 - Arcade game
Adequate, but with irritating control foibles.

BRAHMA FORCE

JVC - PSM30 - 710 - First-person shoot 'em up
Kluge returns, but despite some clever features, not much real improvement.

BREAK POINT

Ocean - PSM13 - 710 - Tennis sim
Slightly over-complicated, but a good racket workout, nevertheless.

BREATH OF FIRE III

Virgin - PSM45 - 810 - RPG
Great fun Japanese RPG.

BRIAN LARA CRICKET

Codemasters - PSM9 - 810 - Cricket sim
Enjoyable to play and well-executed cricket sim.

BROKEN SWORD

SCEE - PSM11 - 910 - Graphic adventure
A beautifully-crafted epic awash with atmosphere and Persian chic.

BROKEN SWORD II: THE SMOKING MIRROR

SCEE - PSM47 - 910 - Graphic adventure
One of the most atmospheric adventure games money can buy.

BUBBLE BOBBLE 2

Virgin - PSM20 - 810 - Platformer
Compelling gameplay, cute graphics. Great longevity. Huff said.

BUGGY

Gremlin - PSM38 - 610 - Comic racer
Fun, but lacks the kind of polish that modern gamers demand.

BUGS BUNNY: LOST IN TIME

Infogrames - PSM48 - 510 - 3D platformer
Lacks variety and is random throughout.

BUG'S LIFE, A

SCEE - PSM43 - 510 - 3D adventure
Loads of space, slower thinking and polygonal rendering render this inert slp.

BUSHIDO BLADE

SCEE - PSM29 - 810 - Beat 'em up
Not for the squeamish, but a welcome revamp of a dead-end genre. Don't wait for Tekken 3; get this.

BUST A GROOVE

SCEE - PSM38 - 510 - Dancing sim
Almost amusing to watch, though occasionally repetitive to play.

BUST A MOVE 2

Acclaim - PSM8 - 910 - Puzzle game
Simple, yet infuriatingly-addictive Tetris-style puzzler. A near legend.

BUST A MOVE 3

Acclaim - PSM31 - 910 - Puzzle game
The most addictive two-player game this side of chocolate tennis.

BUST A MOVE 4

Acclaim - PSM40 - 810 - Puzzle game
Still furiously-addictive, but only first-time Bust-A-Movers need apply.

CAPCOM GENERATIONS

Virgin - PSM48 - 310 - Retro compilation
Don't lose those memories and nostalgia drag your wallet of money.

CARMAGEDDON

SCI - PSM54 - 310 - Driving game
No amount of purple pedestrian can gloss over its faults. It gets supremely tedious.

CARNAGE HEART

SCEE - PSM20 - 810 - Combat/strategy
Intensely absorbing and addictive, but mentally demanding. Not for everyone.

PLATINUM OF THE MONTH

Global	NA	EU	JP	UK	US
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Name: **Final Fantasy VII**
Publisher: **SCEE**
Issue: **PS2**
Score: **19/10**
Game type: **RPG**

A compelling blend of complex storylines, stunning graphics and cerebral gameplay, *Final Fantasy VII* is a videogameport of the future, opening up whole new horizons for the potential of the PlayStation. It's one of the few games that can rightly be called an epic - completion times average over 100 hours, although you may squander some of that on its minor diversions. One of the all-time classic PlayStation games.

**CASTLEVANIA:
SYMPHONY OF THE NIGHT**
SCEE - PS/M3 - 910 - Kart racer
Playable and vast, but lacks sparkle.

**CASTROL HONDA
SUPERBIKE RACING**
THQ - PS/M49 - 610 - Motorcycle game
Too difficult for a passing time, but if you love bikes this might be what you've been looking for.

CENTPEIDE
Hasbro - PS/M54 - 310 - Arcade game
Starts off alright, 30 seconds later you're bored beyond despair.

CHAMPIONSHIP MOTOCROSS
THQ - PS/M52 - 710 - Motorcycle game
While it's hard, it provides the kind of knockabout fun that has been absent from recent racers.

CHESSMASTER 2
Mindcape - PS/M48 - 910 - Chess sim
If you want to play, or learn to play, start here.

CHILL
Eidos - PS/M32 - 610 - Snowboarding sim
Proficient snowboarding game, but it lacks anything innovative.

CHOCOBO RACING
SCEE - PS/M54 - 310 - Kart racer
Who would have thought the makers of *Final Fantasy* could come up with something so poor.

CIRCUIT BREAKERS
Mindcape - PS/M33 - 910 - Racing game
Addictive, clever and considered top-down racer. Best with four players.

CIVILIZATION II
Activision - PS/M45 - 910 - Strategy
Slow, and at times awkward, but incredibly addictive and involving.

COLIN MCRAE RALLY
Codemasters - PS/M35 - 910 - Racing sim
Pushes the boundaries of the off-road racer to somewhere near *Gran Turismo*.

COLONY WARS
Pygnosis - PS/M26 - 910 - Space combat
Stunning and well-designed, if you're prepared to make the effort.

COLONY WARS - VENGEANCE
Pygnosis - PS/M39 - 910 - Space combat
The best space combat game on the PlayStation. Challenging and compelling.

COMMAND & CONQUER
Virgin - PS/M12 - 910 - Military strategy
Brilliant conversion of the god-like PC original. Make war, not love.

**COMMAND & CONQUER
RED ALERT**
Virgin - PS/M26 - 910 - Real-time war game
A mammoth game. A classic. You must own this.

**COMMAND & CONQUER
RED ALERT: RETALIATION**
Virgin - PS/M37 - 710 - Real-time war game
Red Alert fans will lap it up, but anyone looking for something new will be disappointed.

CONSTRUCTOR
Out - PS/M40 - 810 - Management sim
The best out, but you'll need a mouse to get the best of it.

COOL BOARDERS
SCEE - PS/M16 - 610 - Snowboarding sim
Interesting, amusing but seemingly-rushed attempt to recreate a trendy sport.

COOL BOARDERS 2
SCEE - PS/M29 - 610 - Snowboarding sim
Detailed sports sim, superb arcade racer and well-furnished par excellence.

COOL BOARDERS 3
SCEE - PS/M40 - 810 - Snowboarding sim
Superb rather than sublime. A little more thought and care could have made this indispensable.

COURIER CRISIS
BMG - PS/M26 - 910 - Biking sim
Loads of fun for half an hour, then utterly tedious.

CRASH BANDICOOT
SCEE - PS/M12 - 910 - 3D platformer
A big, stylized and engrossing addition to a much abused genre.

CRASH BANDICOOT 2
SCEE - PS/M27 - 910 - 3D platformer
Less painful than the original, though essentially more of the same. Still, pretty and great fun.

CRASH BANDICOOT 3
SCEE - PS/M40 - 910 - 3D platformer
Tweaked and updated in all the right areas.

CRASH TEAM RACING
SCEE - PS/M3 - 910 - Kart racer
This is pure karting bliss.

CREATURE SHOCK
Data East - PS/M - 710 - Shoot 'em up
An FMV experiment which fails as both game and visual experience.

CRITICAL DEPTH
GTI - PS/M29 - 710 - Shoot 'em up
A decent enough all-action game.

CRITICOM
Virgin - PS/M3 - 710 - Beat 'em up
A challenging combat game that only reveals its depths over time.

CROC
EA - PS/M25 - 710 - 3D platformer
A children's *Tomb Raider* with superb graphics and excellent presentation.

CROC 2
EA - PS/M46 - 810 - 3D platformer
Better, bigger, prettier - and frustratingly tough to speed the ageing process.

CROW: CITY OF ANGELS, THE
Acclaim - PS/M16 - 510 - 3D adventure
Hopelessly out-of-date conversion of an equally poor film. Stay away.

CRUSADER: NO REMORSE
EA - PS/M18 - 710 - Action game
The tricky controls and raw graphics conceal a challenging game.

CRYPT KILLER
Konami - PS/M18 - 610 - Shoot 'em up
Adequate, but forgettable conversion of an okay-ish arcade shooter.

CYBER TIGER
EA - PS/M54 - 110 - Golf game
A game that looks like it has never been played. Riddled with obvious mistakes.

D
Acclaim - PS/M3 - 410 - Arcade adventure
It's way too short and way too easy, though we would dearly love to rate it higher.

DARK FORCES
Virgin - PS/M17 - 510 - Shoot 'em up
A boy and dad duo. Dark Force is certainly not strong in this one.

DARKLIGHT CONFLICT
EA - PS/M21 - 810 - Space shoot 'em up
Satisfying 3D shoot 'em up with a nod to *Elite* and bags of gameplay.

DARKSTALKERS
Virgin - PS/M12 - 710 - 2D beat 'em up
A sound game but should have been released before the superior *SF Alpha*.

DARKSTALKERS 3
Virgin - PS/M45 - 610 - Beat 'em up
Will appeal to the hardcore fight fan. Some will find its fantastical nature too strong, though.

DEAD BALL ZONE
GTI - PS/M33 - 610 - Future sports
A decent playable future sports game at best, but not as good as the 16-bit classic, *Speedball*.

DEAD OR ALIVE
SCEE - PS/M34 - 810 - 3D beat 'em up
Lots of polish and gameplay. Still secondary to *Tekken 2* and *Soul Blade*, though.

DEATHTRAP DUNGEON
Eidos - PS/M3 - 810 - 3D beat 'em up
A solid and *Tomb Raider* beater, but a solid and well-designed 3D romp.

DEFCON 5
SCEE - PS/M33 - 810 - 3D action/strategy
Tense, atmospheric strategy-centered shooter. Doom with a brain.

DEMOLITION RACER
Infogrames - PS/M54 - 710 - Racing game
It's not going to set the world alight, but the gameplay is strong and there's plenty of options.

DESCENT
Interplay - PS/M4 - 810 - 3D blaster
Surprisingly good conversion of a great PC title. Huge and addictive.

DESCENT 2
Interplay - PS/M49 - 310 - 3D blaster
It tries to seduce you with its fan-art concept and magical properties, but falls on all counts.

DREAMS
Cryo - PS/M49 - 310 - 3D adventure
It tries to seduce you with its fan-art concept and magical properties, but falls on all counts.


DODGEM ARENA
Black Box - PS/M42 - 610 - Future sports
Looks good, but the game mechanics soon lose their novelty.

DOOM
GTI - PS/M2 - 910 - 3D shoot 'em up
THE classic 3D blaster brought with spooky brilliance to the PlayStation.

DREAMS
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BEAT 'EM UP OF THE MONTH



Name: **Knackout Kings 2000**
Publisher: EA
Issue: PS/M54
Score: 7/10
Game type: Boxing sim

Alright so it's not exactly a beat 'em up, but *Knackout Kings 2000* does have real weight and putting your opponent on the canvas is always gratifying. The two players slugs are undoubtedly one of the highlights - the charms of multiplayer fighting games should never be underestimated.

DESTREGA
SCEE - PS/M51 - 410 - 3D beat 'em up
Without stronger basic attacks this is just idiotic fire-chucking.

DESTRUCTION DERBY
Pygnosis - PS/M1 - 710 - Racing game
Exhilarating crash-and-smash racer let down by a few key faults.

DESTRUCTION DERBY 2
Pygnosis - PS/M13 - 910 - Racing game
A total visual and gameplay overhaul of the original title. Brilliant stuff.

DEVIL DICE
SCEE - PS/M41 - 710 - Puzzle game
Off-kilter puzzle game that intrigues and frustrates in equal measure.

DIABLO
Virgin - PS/M51 - 910 - Arcade/RPG
Fun blend of arcade action and RPG - easy to play, but not the best *Japan* has to offer.

DIE HARD TRILOGY
EA - PS/M10 - 810 - Arcade adventure
Three good games for the price of one. Glitchy in places, but excellent value.

DINO CRISIS
Virgin - PS/M51 - 910 - Survival horror
Not quite as atmospheric as its undead counterparts, but just as addictive.

DISC WORLD
Pygnosis - PS/M1 - 710 - Graphic adventure
Tough point and click puzzler which captures *Princess of Persia*'s humor well.

DISC WORLD 2: MISSING PRESUMED...?
Pygnosis - PS/M28 - 710 - Graphic adventure
If you're a Pratchett fan buy it now. If not, don't.

DISC WORLD NOIR
GTI - PS/M54 - 810 - Graphic adventure
The upper tier of PlayStation adventuring.

DISRUPTOR
Interplay - PS/M12 - 810 - 3D shoot 'em up
Stunning graphics and impressive level design. A great alternative to *Duke*.

DIVER'S DREAM
Konami - PS/M45 - 510 - Underwater game
A reasonable game that's over far too quickly. Just as you start to get into it it finishes.

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Black Box - PS/M42 - 610 - Future sports
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Cryo - PS/M49 - 310 - 3D adventure
It tries to seduce you with its fan-art concept and magical properties, but falls on all counts.

DUKE
GTI - PS/M44 - 910 - Driving game
Gorgeous to look at and satisfying to play, this is high on perfect.

DUKE NUKEM
GTI - PS/M28 - 810 - 3D adventure
An essential addition to your collection.

DUKE NUKEM: A TIME TO KILL
GTI - PS/M38 - 910 - 3D adventure
Delivers all the classic video game goodies in one lovely bundle.

DYNASTY WARRIORS
Ocean - PS/M24 - 810 - 3D beat 'em up
Lacks the frantic appeal of *Soul Blade* but still packs a punch.

E

ELIMINATOR
Pygnosis - PS/M43 - 510 - Future sports
PlayStation-by-numbers with little innovation and contentment.

EPIDEMIC
SCEE - PS/M20 - 810 - 3D shoot 'em up
A number of clever touches lift this above the standard *Doom*-clone fare.

EUROPEAN PGA GOLF
Infogrames - PS/M3 - 710 - Golf sim
Lacks the looks and approachability of *Everybody's Golf*, but you can still have a good time.

EVERYBODY'S GOLF
SCEE - PS/M54 - 910 - Arcade golf game
Cute, well-packaged and highly desirable.

EVIL ZONE
Titus - PS/M47 - 610 - Fighting game
More responsive controls and tactical moves could have made it a winner.

EXCALIBUR 2555AD
Titus - PS/M18 - 710 - 3D adventure
Tolerable adventure, but it has been completely overshadowed by *Tomb Raider*.

EXHUMED
BMG - PS/M18 - 810 - 3D shoot 'em up
Challenging, Egyptian-themed shooter with nice engine and good graphics.

F

FADE TO BLACK
EA - PS/M8 - 810 - 3D adventure
Atmospheric adventure yarn which suffers a few nagging eccentricities.

FA MANAGER
Eidos - PS/M47 - 710 - Football management
It's not bad brilliant at the same time. Basically a game strictly for real football fans.

**FA PREMIER LEAGUE
FOOTBALL MANAGER 2000**
EA - PS/M52 - 610 - Football management
Looks modern, but lacks depth and finesse.

FA PREMIER LEAGUE STARS
EA - PS/M49 - 510 - Football sim
The overall feeling here is a good mix of disappointment.

FIFA '97
EA - PS/M15 - 710 - Football sim
Plays a decent, if rather fiddly, game of football but remains average.

FIFA '98: ROAD TO WORLD CUP
EA - PS/M28 - 610 - Football sim
Better than previous versions. Supreme playability and smart graphics make this a hit.

FIFA '99
EA - PS/M40 - 910 - Football sim
One of the most instinctive control systems to date.

FIFA 2000
EA - PS/M53 - 710 - Football sim
It's time *FIFA* evolved into a more balanced game, with fewer inconsistencies.

FIGHTING FORCE 2
Eidos - PS/M54 - 910 - Shoot 'em up
An extremely shallow title that's trying to be something it's not.

FINAL DOOM
GTI - PS/M12 - 910 - 3D shoot 'em up
30 scary new levels and some visual improvements. At eventual at Doom.

FINAL FANTASY VII
SCEE - PS/M28 - 1010 - RPG
A new standard of excellence for the PlayStation.

FINAL FANTASY VIII
SCEE - PS/M51 - 1010 - RPG
The most impressive installment to far.

**FISHERMAN'S BAIT:
A BASS CHALLENGE**
Konami - PS/M51 - 910 - Fishing sim
Appears on the PlayStation. You'll either appreciate its novelty value or think it stinks.

FLUID
SCEE - PS/M36 - 710 - Music creation
Relaxing, post-club fare and otherwise experience, offering world peace and harmony.

FORMULA 1
Pygnosis - PS/M11 - 910 - Racing sim
A realistic and immensely-playable racer. Essential in its day.

FORMULA 1 '97
Pygnosis - PS/M24 - 910 - Racing sim
Superior in almost every regard to the 1996 original. A motorsport landmark.

FORMULA 1 '98
Pygnosis - PS/M24 - 910 - Racing sim
It's definitely no better than *F1 '97*. In fact it's not even any better than the original.

FORMULA 1 '99
SCEE - PS/M52 - 910 - Racing sim
Superb handling and looks good too - the series is back on track after last year's debacle.

**FORMULA KARTS:
SPECIAL EDITION**
SCEE - PS/M54 - 910 - 3D racer
Great little racer. Works well as a sim and an arcade-two-player experience.

FORSAKEN
Acclaim - PS/M10 - 810 - 3D shoot 'em up
Looks striking, is pleasurable to play, but is let down by the inadequate feel of your craft.

FUTURE COP: LAPD
EA - PS/M20 - 810 - Shoot 'em up
Surprisingly addictive. Single-player and two-player modes are excellent.

G

GALAXIAN 3
SCEE - PS/M10 - 410 - FMV shoot 'em up
Namco take one of their best titles and turn it into an FMV-test. Why?

G-DARIUS
THQ - PS/M37 - 710 - Shoot 'em up
Some good gameplay, but repetition and over use of enemy firepower mar it somewhat.

GEX
BMG - PS/M4 - 710 - Platformer
Run-of-the-mill lizard-based journey. Plenty of locations and tasks, though.

GEX 3D: ENTER THE GECKO
BMG - PS/M32 - 810 - 3D platformer
Polished, handsome and entertaining. Lacking only in innovation.

GEX: DEEP COVER GECKO
Eidos - PS/M45 - 710 - 3D platformer
More of the same with knobs on, but still enjoyable nonetheless.

GHOST IN THE SHELL
SCEE - PS/M33 - 710 - 3D shoot 'em up
Lacks the sheer brilliance of its predecessor, *Ghost in the Shell*.

GLOBAL DOMINATION
Pygnosis - PS/M43 - 610 - Arcade strategy
Tough and frustrating, even for strategy buffs.

GOAL STORM
Konami - PS/M2 - 810 - Arcade football sim
Not as speedy as other arcade footy titles, but more intuitive and stylish.

G-POLICE
Pygnosis - PS/M25 - 910 - Fight sim/shooter
Intercate storyline, and some of the best dogfighting and flying gameplay.

G-POLICE: WEAPONS OF JUSTICE
SCEE - PS/M49 - 810 - Space flight sim/shooter
An excellent sequel to a landmark game.

GRAN TURISMO
SCEE - PS/M32 - 1010 - Racing sim
Takes every other PlayStation racer and sends them sprawling to the pits.

GRAND THEFT AUTO

BMG - *PSM2* - *910* - Criminal sim
Controversial, and its graphics are unimpressive but it's playable, addictive and original, nevertheless.

GRAND THEFT AUTO: LONDON 1969

Take 2 - *PSM4* - *710* - Criminal sim
Does nothing new and has less content than the original, but most fans of GTA will like it.

GRAND THEFT AUTO 2

Roddar Games - *PSM2* - *910* - Criminal sim
So good it should be illegal. If you're old enough to buy it, you're old enough to enjoy it.

GRANSTREAM SAGA

SCEE - *PSM3* - *610* - RPG
Intriguing but frustrating. Too much dialogue.

GUARDIANS CRUSADE

Activision - *PSM4* - *510* - RPG
Quite a good game, but there's nothing here to thrill the dedicated RPG fan, let alone the casual player.

GUNGAGE

Konami - *PSM1* - *510* - Shoot 'em up
Fairly playable, though from another time.

GUNSHIP 2000

Microprose - *PSM* - *610* - Shoot 'em up
Immersive helicopter flight sim with engrossing, varied missions.

H

HARDCORE 4X4

Gremlin - *PSM14* - *910* - Racing game
An original off-road racer which suffers due to its tight, restrictive courses.

HARD EDGE

Sumoft - *PSM4* - *510* - 3D arcade/adventure
Has a good idea, then lots of bad ones. A wearying kiddie-graphic *Real Evil*.

HEART OF DARKNESS

Infragames - *PSM4* - *710* - 2D adventure
Beautiful and cinematic, but with flawed gameplay.

HEBERKE'S POPOITTO

Japanese Sim Corp - *PSM1* - *610* - Puzzle
Maze game which plays like the board attention.

HERC'S ADVENTURES

Virgin - *PSM2* - *710* - RPG/platform puzzle
Entertaining introduction to the RPG, though essentially a platformer with puzzles.

HERCULES

SCEE - *PSM2* - *610* - Platformer
A fun, but short-lived experience that will appeal to younger players.

HEXEN

GTI - *PSM19* - *610* - 3D shoot 'em up
Sword and sorcery-inspired Doom shenanigans. Challenging but dated.

HOT WHEELS TURBO RACING

EA - *PSM4* - *510* - Racing game
There are far better games of the same ilk out there. Definitely not worth the asking price.

I

IMPACT RACING

JVC - *PSM9* - *510* - Driving/shooting sim
Limited arcade racer which excites initially, but soon becomes tiresome.

INCREDIBLE HULK

Eidos - *PSM16* - *410* - Action/adventure
Anger-inducing adventure/bat 'em up crossover. Better than should be.

INDEPENDENCE DAY

For - *PSM2* - *410* - Shoot 'em up
As tacky and inept as the film, and not even half as much fun. Pointless.

INTERNATIONAL TRACK & FIELD

Konami - *PSM8* - *810* - Sports sim
Aching fingers aside, a bewilderingly addictive pure sports frenzy.

IN THE HUNT

THQ - *PSM7* - *510* - Shoot 'em up
Ye old 2D shooter. Flawed and withered, but challenging for a while.

ISS DELUXE

Konami - *PSM15* - *410* - Football sim
Dated graphics try to ruin a very playable game and thankfully fail.

SPORTS SIM OF THE MONTH



Name: *NFL Blitz 2000*
Publisher: *Midway*
Issue: *PSM4*
Score: *9/10*
Genre: *Sports - American football sim*

Plays going on to end, games going right to the wire and with but one illegal (but allowed) interception, friendships will be threatened. True, any real depth has been sacrificed for pure adrenaline, but so too that, *NFL Blitz* is sports in that it actually manages to make American football fun. You need this game and anyone who disagrees is a ponce.



ISS PRO

Konami - *PSM19* - *910* - Football sim
Inconsistent, yet immensely playable footy title. Still one of the finest available.

ISS PRO '98

Konami - *PSM16* - *910* - Football sim
Virtually unimproved in its field. The best.

J

JADE COCOON

Cave - *PSM53* - *610* - RPG
Creaks along at a granddaddy's pace, but is addictive all the same.

JEREMY MCGRATH SUPER CROSS

Accolade - *PSM29* - *610* - Motorsport game
Let down by sub-par arcade - otherwise this could have been a big hit.

JERSEY DEVIL

Ocean - *PSM27* - *610* - Platformer
Nothing new, but huge, colourful and moreish.

JET RIDER 2

SCEE - *PSM30* - *810* - Racing game
Great bikes and physics, lots of inspiration, but the course design doesn't match its ambition.

JOHNNY BAZOOKATONE

US Gold - *PSM4* - *510* - Platformer
Patience-baiting platform title with just enough charm to keep you playing.

JONAH LOMU RUGBY

Codemasters - *PSM19* - *710* - Rugby sim
Not as solid as the man himself, but challenging if you persevere.

JUDGE DREDD

Virgin - *PSM27* - *410* - Light gun game
Very enjoyable, but still a bit disappointing.

JUMPING FLASH

SCEE - *PSM1* - *810* - Platformer
Original stab at the platform genre which intrigues while it lasts.

JUMPING FLASH 2

SCEE - *PSM12* - *810* - Platformer
Similar to the original, but with even better 3D visuals. Still a bit too easy, though.

JUPITER STRIKE

SCEE - *PSM5* - *610* - 3D shoot 'em up
A straightforward space blaster with few surprises.

K

KI THE ARENA FIGHTERS

THQ - *PSM20* - *410* - Kickboxing sim
Frustrating and awkward controls make this a particularly weak beat 'em up contender.

KENSEI: SACRED FIST

Konami - *PSM4* - *910* - Beat 'em up
Tidbits of 3D is safe, but this comes a close second. Loads of detail and depth.

KING'S FIELD

SCEE - *PSM19* - *810* - RPG
Horrible to look at, but an absorbing RPG. Plenty to keep you playing.

KINGSLEY'S ADVENTURE

SCEE - *PSM51* - *610* - Platformer
A well-designed and charming adventure, but of limited appeal to hardcore gamers.

KKND: KROSSFIRE

Infragames - *PSM45* - *610* - Strategy/wargame
A half-hearted strategy game that wanders into radioactive storms and never comes out.

KLONOA: DOOR TO PHANTOMILE

SCEE - *PSM32* - *710* - Platformer
Entertaining story and cutesy cutscenes, but old-timers will whiz through it.

KNOCKOUT KINGS '99

EA - *PSM41* - *810* - Boxing sim
The most authentic and accurate boxing game available on the PlayStation.

KNOCKOUT KINGS 2000

EA - *PSM54* - *710* - Boxing sim
The best boxing game around, but given the competition that's not saying much.

KRAZY IVAN

Pygros - *PSM3* - *710* - 3D shoot 'em up
As slick as an erm, oil slick - but it sticks around for far less time.

KULA WORLD

SCEE - *PSM34* - *510* - Puzzle game
Excellent concept and original. Can be frustrating - but that's the point.

KURUSHI

SCEE - *PSM24* - *810* - Puzzle game
Enthralling mental puzzle, let down only by a poor two-player option.

KURUSHI FINAL

SCEE - *PSM49* - *910* - Puzzle game
If you rate gaming over aesthetics, this is an essential purchase.

L

LEGEND

Funksoft - *PSM40* - *610* - Chop 'em up
Seasoned gamers may find it limiting, but its purity has a certain beauty.

LEGEND OF KARTIA

Konami - *PSM47* - *610* - Fantasy RPG
Once you've waded through the background essentials there's a great deal of depth here.

LEGO RACERS

Legs Media - *PSM32* - *610* - Kart racer
Building the car is as much fun as the racing.

LE MANS 24 HOURS

Infragames - *PSM54* - *710* - Racing sim
One for the discerning racer who cares more for racing than surface sheen and glamour.

LEMMINGS 3D

SCEE - *PSM19* - *710* - Puzzle game
The classic DMA puzzle game given a 3D facelift for the 32-bit generation.

LEMMINGS COMPILATION

Pygros - *PSM39* - *710* - Puzzle game
A classic that retains its charm. If you get hooked, you'll just keep playing.

LIBERGRANDE

SCEE - *PSM40* - *710* - Football sim
Selfless sacrifice. The choice for the purer of football purists.

LITTLE BIG ADVENTURE

EA - *PSM19* - *410* - Arcade adventure
Typically weird Gallic goings-on. Visually charming, but deeply flawed.

LIVE WIRE

GTI - *PSM7* - *710* - Puzzle game
Not many extra features, but fun nonetheless.

LMA MANAGER

Codemasters - *PSM51* - *910* - Footy management
Without doubt, the best football management sim on the park. None other can rival it.

LOADED

Gremlin - *PSM2* - *710* - Shoot 'em up
Marvellous lighting effects and frantic action, but it soon gets repetitive.

LOST VIKINGS 2

Gremlin - *PSM19* - *710* - Platformer
Old-fashioned, multi-chapter puzzle. Still playable after all these years.

LOST WORLD

EA - *PSM24* - *310* - Platformer
Looks lovely, but the strange controls and poor level design annoy.

LUCKY LUKE

Infragames - *PSM3* - *610* - Platformer
Fun children's title. Plenty to look at and levels are interesting - not too much for older folk, though.

M

MACHINE HUNTER

Eidos - *PSM22* - *710* - Shoot 'em up
Inviting Gauntlet clone which breaks little new ground, but is fun anyway.

MADDEN '97

EA - *PSM12* - *810* - American football sim
The first time in the PlayStation Madden series and a great sim in its own right.

MADDEN '98

EA - *PSM26* - *810* - American football sim
At the time, the best American football game you'd find - despite the graphics.

MADDEN NFL '99

EA - *PSM38* - *810* - American football sim
Update of the only American football game guaranteed to appeal to anyone.

MADDEN NFL 2000

EA - *PSM52* - *910* - American football sim
Not just the best American football game, but one of the best sports sim too.

MAGIC CARPET

EA - *PSM5* - *810* - Adventure
Bullying's typical original and fire triumph spins. An absorbing treat.

MARVEL SUPER HEROES

Virgin - *PSM28* - *610* - 2D beat 'em up
2D beat 'em up live! At last, a decent comic title to the PlayStation.

MARVEL SUPER HEROES VS STREET FIGHTER

EA - *PSM46* - *510* - 2D beat 'em up
Playability, variety and strategy have all been sacrificed on the altar of superhero worship.

MAX POWER RACING

Infragames - *PSM42* - *710* - Racing game
It feels unfinished and slightly sludgy.

MDK

Interplay - *PSM27* - *810* - Third-person blaster
Intelligent and fun blaster, with just the occasional practical frailty.

MEDAL OF HONOUR

EA - *PSM54* - *910* - Action/shoot 'em up
A historical perspective, objective-based missions and tense, fast action make this essential.

MEDIEVAL

SCEE - *PSM30* - *710* - 3D adventure
Plenty to enjoy, but you'll get frustrated at times.

MEGAMAN LEGENDS

Virgin - *PSM43* - *710* - Action/RPG
Combines 3D action, role-playing and laffs.

MEGAMAN X4

Virgin - *PSM43* - *710* - 2D shoot 'em up
Likely to provide more challenges than most platform-based shooters.

MEN IN BLACK

Gremlin - *PSM25* - *410* - 3D adventure
Dull, drag, slow and frustrating. Avoid it.

METAL GEAR SOLID

Konami - *PSM42* - *1010* - Sneak 'em up
Unforgettable while it lasts and unforgettable when it's finished. The best game ever made.

METAL GEAR SOLID SPECIAL SSIONS

Konami - *PSM51* - *910* - Sneak 'em up
Lacking in originality, but if you're after more stealth you won't be disappointed.

MICHAEL OWEN'S WLS '99

Eidos - *PSM41* - *810* - Football sim
Intricate controls are marred by complex button combos, but do persevere.

MICKEY'S WILD ADVENTURE

SCEE - *PSM3* - *710* - Platformer
Not particularly wild or indeed adventurous, but fun nevertheless.

MICRO MACHINES V3

Codemasters - *PSM18* - *910* - Racing game
Cute, addictive racing action with racing appeal.

MIGHTY HITS SPECIAL

JVC - *PSM53* - *610* - Lightgun game
Not reason enough to buy a lightgun, but if you already have it, it's worth a look.

MILLENNIUM SOLDIER

Infragames - *PSM54* - *610* - Shoot 'em up
The idea's great, it just didn't quite come together. Clearer graphics and better controls would help.

MISSION:IMPOSSIBLE

Infragames - *PSM52* - *610* - Adventure
The overall effect is of a rushed game with unforgivable inconsistencies.

MONACO GRAND PRIX

Use Soft - *PSM44* - *710* - Racing sim
Unimproving handling and poor presentation mean it'll never catch the race leader.

MONKEY HERO

Take 2 - *PSM4* - *710* - Arcade adventure
Well-judged blend of gaming styles that's just the ticket for gamers.

MONSTERSEED

Infragames - *PSM49* - *710* - RPG
Nowhere near the beautiful *Final Fantasy VII*, but a decent enough RPG.

MORTAL KOMBAT 3

GTI - *PSM2* - *910* - Beat 'em up
A fun conversion that now suffers in comparison to the likes of Tekken.

MORTAL KOMBAT 4

GTI - *PSM38* - *510* - Beat 'em up
The same old stuff trotted out with a fresh coat of pixels. Tedious.

MOTO RACER

EA - *PSM26* - *610* - Motorbike racer
Gets the adrenaline pumping, and keeps it flowing.

MOTO RACER 2

EA - *PSM39* - *710* - Motorbike racer
Let down by many niggles and annoyances. Good, but not great.

MOTORHEAD

Gremlin - *PSM32* - *810* - Arcade racing game
A true adrenaline rush of a game, with a daring bundle of interesting ideas.

MOTOR TOON GP2

SCEE - *PSM40* - *710* - Racing game
Gorgeous visuals and a wealth of courses but the handling's a bit shaky.

MR DOMINO

JVC - *PSM34* - *810* - Puzzle game
Unusual, fun, unusual game play. A highly rewarding title.

MTV SNOWBOARDING

THQ - *PS*

NAMCO MUSEUM VOLUME 5

EA - PSX2 - 410 - Arcade compilation
Weaker than the previous offerings, but plenty of background detail for obsessives.

NANOTEK WARRIOR

Virgin - PS1/99 - 510 - Shoot 'em up
A title variation and a few more levels wouldn't have gone amiss to the shooter.

NASCAR '99

EA - PS1/99 - 510 - Racing game
Tudous course design and just plain dull.

NASCAR 2000

EA - PS1/99 - 510 - Racing game
A clever, well-executed sim, but it's still dull.

NBA BASKETBALL 2000

Activision - PS1/99 - 410 - Basketball sim
It's easy to score baskets, but just as easy to concede them, making this a game of chance.

NBA: IN THE ZONE 2

Konami - PS1/99 - 410 - Basketball sim
A clear improvement over the original in terms of graphics, gameplay and realism.

NBA IN THE ZONE '99

Konami - PS1/99 - 410 - Basketball sim
With *In The Zone 2000* on the way this will probably have a very short shelf life.

NBA JAM EXTREME

Activision - PS1/99 - 410 - Basketball sim
Similar to the *Tournament Edition* in all but the smart new 3D visuals.

NBA JAM TOURNAMENT EDITION

Activision - PS1/99 - 410 - Basketball sim
This is a dodgy-looking but fast and playable coin-op hoop shooter.

NBA LIVE '96

EA - PS96 - 710 - Basketball sim
A moderately competent sim mixing realism with arcade acrobatics.

NBA LIVE '97

EA - PS1/95 - 710 - Basketball sim
A convincing sim, but it ventures too far into management territory.

NBA LIVE '98

EA - PS1/98 - 810 - Basketball sim
Another year, another seemingly EA update. Try turning it off - you can't.

NBA LIVE '99

EA - PS1/99 - 810 - Basketball sim
The best basketball sim yet.

NBA PRO '98

Konami - PS1/98 - 710 - Basketball sim
Finely-balanced sim that'll provide hours of slam-dunking fun.

NEED FOR SPEED

EA - PS96 - 810 - Racing game
Rough-around-the-edges racer with an undeniably high fun factor.

NEED FOR SPEED 2

EA - PS96 - 810 - Racing game
Includes all the faults of the first title, but removes the fun element.

NEED FOR SPEED 3: HOT PURSUIT

EA - PS1/98 - 710 - Racing game
Great if you love car chases, with the added bonus of an excellent two-player mode.

NEED FOR SPEED ROAD CHALLENGE

EA - PS96 - 810 - Racing game
Emintly playable, even if it doesn't have the power to compete with *Ridge 4*.

NEWMAN HAAS RACING

Pygnosis - PS1/93 - 810 - Racing sim
A brilliant early car adaptation of Pygnosis' successful *F1* engine.

NFL BLITZ

GTI - PS1/90 - 810 - American football sim
One of the most addictive, playable and fun sports games to appear in a long time.

NFL BLITZ 2000

Midway - PS1/99 - 510 - American football sim
The most unplayable game to hit *PS1* since *Tony Hawk's Skateboarding*.

NFL GAMEDAY

EA - PS1/96 - 810 - American football sim
The first American football game to appear on the PlayStation. Good fun, too.

NFL QUARTERBACK CLUB '97

Activision - PS1/96 - 810 - American football sim
A smart interpretation of American football that tries nothing new.

NFL XTREME

EA - PS1/99 - 610 - American football sim
Fun for both one-player and two-players, but not quite extreme enough for our liking.

NHL '97

EA - PS1/93 - 810 - Ice hockey sim
A playable and visually-spectacular hockey sim from EA, the masters of the sport.

NHL '98

EA - PS1/98 - 910 - Ice hockey sim
Fantastic graphics, gameplay and sound.

NHL '99

EA - PS1/99 - 810 - Ice hockey sim
Strikingly familiar, but still the king of the sticks. More violent and clever than its predecessors.

NHL CHAMPIONSHIP 2000

Activision - PS1/99 - 810 - Ice hockey sim
The smooth and fast-paced action leaves you feeling battered and bruised, but it's worth while.

NHL FACE OFF '97

EA - PS1/98 - 410 - Ice hockey sim
Not much better than the first title, which means it looks a touch dated.

NHL FACE OFF '99

EA - PS1/99 - 810 - Ice hockey sim
Displaying depth and finesse, this is a puck-whacking marvel of a game.

NHL POWERPLAY HOCKEY '96

EA - PS1/96 - 710 - Ice hockey sim
A sprinkling of faults spoils this otherwise sturdy and playable effort.

NINJA: SHADOW OF DARKNESS

EA - PS1/98 - 810 - 3D fighting action
Competent but stodgy, and fights rather rushed. Experienced gamers will soon tire of it.

NO FEAR MOUNTAIN BIKING

Activision - PS1/98 - 410 - Biking sim
Inevitably, one for fans of the sport itself.

NUCLEAR STRIKE

EA - PS1/94 - 710 - Strategy shooter
An intriguing and varied copter sim, blemished by a few key faults.

N2O

Gremlin - PS1/95 - 710 - Shoot 'em up
Undventurous, uninspiring, but oddly entertaining.

ODDWORD: ABE'S EXODUS

EA - PS1/99 - 810 - Platformer
A beautifully put together and enchanting game, but a bit too close to its predecessor.

ODDWORD: ABE'S ODYSSEY

GTI - PS1/94 - 410 - Platformer
Lovely to look at and chock-a-block with great ideas. A joy to play.

O.D.T.

Pygnosis - PS1/90 - 810 - 3D adventure
A decent game that despite its refreshingly different plot, isn't very user friendly.

OFF WORLD INTERCEPTOR EXTREME

BMG - PS1/95 - 810 - Driving game
Tries to combine the shoot 'em up and the racer, and fails badly.

OLYMPIC GAMES

US Gold - PS1/99 - 510 - Sports sim
Stumbles ineptly over the finishing line way behind *International Track & Field*.

OLYMPIC SOCCER

US Gold - PS1/98 - 710 - Football sim
A realistic but accessible attempt at the footy genre. Plenty of death.

OMEGA BOOST

EA - PS1/99 - 710 - Mech shoot 'em up
It will beguile you with its pretty prettior before bewildering you with its old-school play.

ONE

ASC - PS1/90 - 610 - 3D shoot 'em up
Frantic, thrilling, gorgeous, though-provoking, but too damn slow.

OVERBOARD!

EA - PS1/92 - 610 - 3D adventure
An atmospheric opening gives way to an uninspiring adventure.

OVERBOARD!

Pygnosis - PS1/96 - 810 - Strategy game
A dull save system, but this is a prime piece of mid-90s retro-futurism.



PAC-MAN WORLD

EA - PS1/99 - 710 - Platformer
Pac-Man has been reintegrated for the millennium and the result is a decent retro platformer.

PANDEMONIUM

BMG - PS1/94 - 910 - Platformer
Gorgeous-looking cutsey platform romp. A classic.

PANDEMONIUM 2

BMG - PS1/97 - 910 - Platformer
Not quite the beast that its predecessor was, but still one hell of a gas.

PANZER GENERAL

Midscape - PS1/90 - 910 - Strategy war game
The stodgy graphics may put some people off this highly-playable title.

PARAPATHE RAPPER

EA - PS1/99 - 810 - Rap 'em up
Undoubtedly one of the most original computer games ever.

PENNY RACERS

EA - PS1/99 - 510 - Racing game
Cutey racer which lacks that elusive driving feel.

PET IN TV

EA - PS1/99 - 510 - Tamagotchi game
Too tedious for kids, too unamusing for adults.

PGA TOUR '96

EA - PS1/96 - 810 - Golf sim
A well-produced and addictive golfing experience.

PGA TOUR '97

EA - PS1/97 - 810 - Golf sim
Offers more of the same, but is still a top-of-the-range golf game.

PGA TOUR GOLF '98

EA - PS1/98 - 710 - Golf sim
Well worth a look if you don't have any of the others in the series - not worth upgrading, though.

PHAT AIR EXTREME SNOWBOARDING

Funsott - PS1/96 - 510 - Snowboarding game
A jerky and disjointed control system provides little game satisfaction.

PHILOSOMA

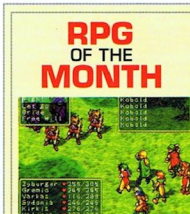
EA - PS1/99 - 510 - Shoot 'em up
A jack of all shoot 'em ups which proves a master of none.

PITBALL

Time Warner - PS1/93 - 710 - Sports sim
Difficult to get into at first but becomes fun for those who persevere.

PITFALL 3D: BEYOND THE JUNGLE

Activision - PS1/92 - 710 - 3D platformer
A good, solid platformer that makes admirable use of the third dimension.



RPG OF THE MONTH

Name: *Suikoden*
Publisher: Konami
Issue: *PS1/95*
Score: 7/10
Game type: RPG

Reworking the semi-historical Chinese legends that comprised that star TV bambocose, *The Water Margin*, Suikoden is the tale of a downtrodden people rebelling against their corrupt oppressors. It's not the finest exponent of its genre, but it comes highly recommended to those who miss their fix of hit points and melodramatic plots. This style of adventuring is almost like an addiction.

PLANE CRAZY

EA - PS1/96 - 210 - Flying/pace game
Who wants to expend loads of effort trying to make the tricky controls for so little reward?

PLAYER MANAGER

Funsott - PS1/94 - 210 - Football management
The first footy management game, but it deserves to be relegated.

PLAYER MANAGER SEASON 98-99

Infogrames - PS1/98 - 910 - Football management
Thoroughly enjoyable game that'll please stat fans and George Graham wannabes everywhere.

POCKET FIGHTER

EA - PS1/98 - 210 - 2D beat 'em up
Proof that 2D beat 'em ups are a worthy alternative to polygonal pugilism.

POINT BLANK

EA - PS1/92 - 710 - Shooting game
Not as technically impressive as *Time Crisis*, but provides the same compulsive gameplay.

POINT BLANK 2

EA - PS1/90 - 810 - Shooting game
Point Blank remains an entirely unique title and the primary reason to own a lightgun.

POOL HUSTLER

EA - PS1/92 - 410 - Pool sim
Ultimately lacks the variety and diversity of options necessary for out-and-out fun.

POOL SHARK

Gremlin - PS1/90 - 810 - Pool sim
Successfully manufactures angle, pace, position and tactics. (S)hot on.

POP 'N' POP

JVC - PS1/93 - 810 - Puzzle game
While it might not corrupt your mind, it will give you sleepless nights aplenty.

POPULOUS: THE BEGINNING

EA - PS1/94 - 810 - Strategy game
While it lacks the immediate fun of C&C it will soon turn you in.

PORSCHE CHALLENGE

EA - PS1/99 - 510 - Racing game
Combines the exhilaration of an arcade jaunt with the realism of a sim.

POWERBOAT RACING

EA - PS1/94 - 510 - Racing sim
Tricky to start playing with jerky graphics - a disappointing game.

POWER MOVE PRO WRESTLING

Activision - PS1/94 - 410 - Wrestling sim
A poor attempt at realistic 3D wrestling. Lacks thrills and depth.

POWER SERV TENNIS

Ocean - PS1/92 - 310 - Tennis sim
Wouldn't be much worse if Cliff Richard sang between plays.

POY POY

Konami - PS1/93 - 710 - Puzzle game
Solo mode lacks spirit, but play it with friends and it won't disappoint.

POY POY 2

Konami - PS1/96 - 710 - Puzzle game
As an update it's disappointing, but still very good multiplayer fun.

PREMIER MANAGER '98

Gremlin - PS1/93 - 710 - Football management
A missed opportunity. The PlayStation is still waiting for a great football management sim.

PREMIER MANAGER '99

Gremlin - PS1/93 - 710 - Football management
Fine for purists, but nothing new to offer after last year's effort.

PRO 18 WORLD TOUR GOLF

Pygnosis - PS1/96 - 810 - Golf sim
A fine arcade-style experience, which doesn't last long, you've found it.

PRO PINBALL: BIG RACE USA

EA - PS1/93 - 310 - Pinball sim
Great graphics, but pointless and redundant.

PRO PINBALL: THE WEB

EA - PS1/99 - 310 - Pinball sim
Only offers one table, but sure plays a mean (P)inball (L)atent.

PRO PINBALL: TIMESHOCK

EA - PS1/93 - 710 - Pinball sim
Best pinball sim to date, if slightly too familiar and far too expensive.

PROJECT OVERKILL

Konami - PS1/92 - 710 - Shoot 'em up
Sci-fi blast-em-all-over-the-shop title with guns and gore aplenty.

PROJECT X2

Ocean - PS1/92 - 710 - Shoot 'em up
Self-consciously old school 2D blast 'em! Still good for pent-up aggression.

PSYBADEK

Pygnosis - PS1/90 - 410 - Hoverboard game
The first to the next hit and falls terribly.

PSYCHIC DETECTIVE

EA - PS1/96 - 510 - Adventure
Interactive mood with the emphasis firmly on mood. Fun for a while.

PSYCHIC FORCE

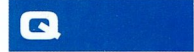
Acclaim - PS1/90 - 710 - Beat 'em up
Standard stuff - apart from a true bizarre floaty combat system, that is.

PUCHI CARAT

PBH Systems - PS1/91 - 710 - Puzzle
Provides a fresh slant on the *Taito* puzzle-legend that is the *Best A*. More series.

PUMA STREET SOCCER

Infogrames - PS1/96 - 310 - Football sim
You're far better off playing table football down the pub. By yourself.



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► READY 2 RUMBLE

Windy - *PSM54* - 7/10 - Boxing game
A genuinely-funny and extremely-stylish boxing game that's let down by its controls.

REBOOT: COUNTDOWN TO CHAOS

EA - *PSM52* - 7/10 - 3D shoot 'em up
Atmospheric scenario and interesting control system lend weight, but we've seen it all before.

RELOADED

Gentilin - *PSM15* - 7/10 - Shoot 'em up
Mindless fun for a time, but the new puzzles fail to puzzle for long.

RESIDENT EVIL

Virgin - *PSM8* - 7/10 - 3D adventure
Chilling, blood-drenched action mixed with fiendish puzzles. A horror legend.

RESIDENT EVIL 2

Virgin - *PSM31* - 9/10 - 3D adventure
A classic game that's every bit the equal of its illustrious predecessor. Not long, but great.

RESIDENT EVIL: DIRECTOR'S CUT

Virgin - *PSM28* - 8/10 - 3D adventure
A lazied-up re-release that's only worth buying if you don't have the original.

RETRO FORCE

Pygnosis - *PSM44* - 5/10 - Arcade war game
Nostalgia gets the better of it and will give *Circuit Breakers* a run for its money.

RETURN FIRE

Time Warner - *PSM10* - 7/10 - Arcade war game
Chilling, blood-drenched action mixed with a touch of tactical depth.

RIDGE RACER

SCEE - *PSM1* - 9/10 - Racing game
It was the quintessential PlayStation racer in its day. Still not bad for £20.

RIDGE RACER REVOLUTION

SCEE - *PSM6* - 8/10 - Racing game
Improves the visuals a little, adds a couple of new features, and that's about it.

RIDGE RACER TYPE 4

SCEE - *PSM45* - 7/10 - Racing game
If you're turned off by engines you'll find your need for speed satiated here.

RIOT

Pygnosis - *PSM15* - 7/10 - Future sports
Futuristic basketball derivative. More of a scuffle than a riot.

RISK

Hasbro - *PSM28* - 6/10 - Board game
A game saved by its Ultimate Risk option, but not worth the asking price.

RIVAL SCHOOLS

Virgin - *PSM40* - 8/10 - Beat 'em up
Perfectly balanced gameplay with an excellent two-player mode.

ROAD RASH

EA - *PSM6* - 6/10 - Motorbiking game
Formulaic racer that sounds like a medical complaint, but is less fun to get hold of.

ROAD RASH 3D

EA - *PSM50* - 7/10 - Motorbiking game
Above-average arcade racer. A matter of taste.

ROADSTERS

Thus - *PSM53* - 9/10 - Racing game
Some entertainment to be had, but a thoroughly average game.

ROCK AND ROLL RACING 2

Interplay - *PSM36* - 4/10 - Futuristic racing
Insipid, hollow, soulless fare. Brain-impairingly frustrating. Horrid.

ROGUE TRIP

GTI - *PSM39* - 6/10 - Driving game
The predictable gameplay is further let down by the handling of the vehicles.

ROLLCAKE

Pygnosis - *PSM43* - 9/10 - Future racing game
Erratic handling may alienate racing purists, but play it on two-player and you'll soon get hooked.

RONIN BLADE

Konami - *PSM04* - 6/10 - 3D adventure
A very good idea, but the execution could have been so much better.

ROSCO MCQUEEN

SCEE - *PSM27* - 7/10 - Platformer
Won't make your jaw drop, but it oozes playability.

R-TYPE DELTA

SCEE - *PSM45* - 8/10 - Shoot 'em up
An excellent updated 2D shooter which doesn't do a lot that previous versions haven't. But it's fun.

R-TYPES

Virgin - *PSM37* - 8/10 - Shoot 'em up
Flaming great. If you know who Jason King is you'll think this is fab.

RUGRATS

THQ - *PSM48* - 4/10 - Platformer/adventure
A disappointing reworking of occasionally effective TV. Only for those of a single-figure age.

RUNNING WILD

SCEE - *PSM44* - 5/10 - Racing game
A walnut-brained novelty racer. This is far too lightweight to deserve your cash.

S

SAMPARAS EXTREME TENNIS

Codemasters - *PSM9* - 7/10 - Tennis sim
A good-but-not-brilliant tennis sim which lacks the oomph of a true classic.

SAN FRANCISCO RUSH

GTI - *PSM37* - 4/10 - Driving game
Forget this. Buy a decent racer instead.

S.C.A.R.S.

Ubi Soft - *PSM36* - 8/10 - Racing game
A great racing game that will give *Circuit Breakers* a run for its money.

SENTIENT

Pygnosis - *PSM18* - 7/10 - 3D adventure
A disappointing, in-depth experience marred only by the frustrating control system.

SENTINEL RETURNS

Pygnosis - *PSM36* - 5/10 - Good question
A sadly flawed version of one of the few truly original titles from olden times.

SHADOW GUNNER

Ubi Soft - *PSM41* - 6/10 - Mech shoot 'em up
Not quite on a par with *ArchWarrior 2* - competent, but uninspired.

SHADOWMAN

Acclaim - *PSM51* - 8/10 - 3D adventure
Rises above the typical 3D adventure basics and boasts a challenging psycho-quest.

SHADOW MASTO

Pygnosis - *PSM29* - 5/10 - Shoot 'em up
If you're not pretty enough for you, maybe you'll prefer this ball-o'-out blast fest. Then again...

SHANGHAI TRUE VALOR

Sumsoft - *PSM42* - 6/10 - Oriental puzzle
Solid, nicely varied version of a classic game.

SHELLSHOCK

Core - *PSM5* - 7/10 - Shoot 'em up
It's tanks, big guns and mindless destruction a-hoy in this *Core* classic.

SHOCK WAVE ASSAULT

EA - *PSM3* - 5/10 - 3D shooter
Easy-to-get-the-hang-of blaster which proves too simple to truly impress.

SILENT HILL

Konami - *PSM48* - 10/10 - Survival horror
A stunning, genre-defining adventure. This is a landmark game.

SIM CITY 2000

Maxis - *PSM17* - 7/10 - Strategy game
Poor looks and addictive gameplay clash in this build-a-town classic.

SKULL MONKEYS

EA - *PSM30* - 7/10 - 2D platformer
Polished and playable, but ultimately repetitive.

SLAM 'N' JAM '96

BMG - *PSM51* - 5/10 - Basketball sim
Offers an alright-once one-player mode, but is overshadowed by finer titles.

SLAMScape

MTV - *PSM18* - 6/10 - Shoot 'em up
Fast, barren, uninspiring blaster which thinks it's original. But it isn't.

SLED STORM

BMG - *PSM51* - 5/10 - Snowmobile game
A cheery cartoon of jumps, short-cuts and tricks - with ice. Unpretentious and highly playable.

SMALL SOLDIERS

EA - *PSM40* - 5/10 - Platformer
Nothing to do with the film and an extremely limp game in its own right.

SMASH COURT TENNIS

SCEE - *PSM14* - 6/10 - Tennis sim
A colorful, updated 2D shooter which doesn't do a lot that previous versions haven't. But it's fun.

SNOW RACER

Ocean - *PSM37* - 8/10 - Winter sports sim
Combines the merits of skiing and snowboarding to great effect.

SOCCER '97

Edios - *PSM20* - 6/10 - Football sim
A disappointing end-to-end action slightly compromised by poor visuals.

SOUL BLADE

SCEE - *PSM19* - 8/10 - 3D beat 'em up
Great weapon-based fighter which slaps the rudely fake of *Toshinden*.

SOUL REAVER: LEGACY OF KAIN

Edios - *PSM43* - 9/10 - 3D action/adventure
New gameplay tricks and an amazing structure make it a close second to *Tomb Raider*.

SOUTH PARK

Acclaim - *PSM50* - 3/10 - First-person shooter
Fun for a while, then you realise the unappealingly-negative gameplay is never going to change.

SOUTH PARK: CHEF'S LUV SHACK

Edios - *PSM54* - 9/10 - Quiz game
You can have more fun with a pub quiz machine than with Isaac Hayes being a bit rude.

SOVIET STRIKE

EA - *PSM13* - 7/10 - Combat flight sim
It's short and unoriginal but offers an addictive blast while it lasts.

SPACE HULK

Pygnosis - *PSM19* - 8/10 action/adventure
Atmospheric sci-fi jaunt that requires strategic thought as well as shooting.

SPEED FEAKS

SCEE - *PSM49* - 9/10 - Kart racer
The concentration on gameplay is refreshing - offers all you could want from a category-racer.

SPICE WORLD

SCEE - *PSM45* - 9/10 - Spice 'em up
Rushed-out non-game. Only for dedicated Spice Girls fans.

SPIDER

BMG - *PSM20* - 7/10 - Platformer
A novel lead character and brilliant controls mask a samey platformer.

SPORTS CAR GT

EA - *PSM46* - 7/10 - Racing game
A dreary, ineptly unappealing racing game. Kill it! Kill it!

SPYRO THE DRAGON

Interplay - *PSM39* - 8/10 - Platformer
Charming and superbly polished but spoiled by a lack of challenge early on.

SPYRO 2: GATEWAY TO GLIMMER

SCEE - *PSM52* - 10/10 - Platformer
As brilliantly balanced as it is sweetly pretty and as close as you're going to get to perfect.

STAR GLADIATOR

Virgin - *PSM14* - 8/10 - 3D beat 'em up
Typically accurate yet tactically diverse Capcom beat 'em up.

STAR WARS EPISODE 1: THE PHANTOM MENACE

Activation - *PSM46* - 9/10 - Action/adventure
The Force is strong in this one. A highly successful crossovered of genres.

STAR WARS: MASTERS OF TERÄS KÄSI

Virgin - *PSM32* - 6/10 - Beat 'em up
A beat 'em up steep in *Star Wars* clothing. Enjoyable but not perfect.

STARBLADE ALPHA

SCEE - *PSM2* - 8/10 - Shoot 'em up
A pleasant-looking, but samey, space blaster. Lacks any-term appeal.

STARFIGHTER 3000

Telsa - *PSM9* - 5/10 - Space combat
The tough fight model and mediocre graphics hinder an adequate game.

STEEL HARBINGER

Midway - *PSM13* - 6/10 - Shoot 'em up
Mildly entertaining shoot 'em up masquerading as a strategy game.


STEEL REIGN

SCEE - *PSM49* - 5/10 - Tank shoot 'em up
Outstandingly average. Harmless and inoffensive, but not much fun either.

STREAK


GTI - *PSM40* - 6/10 - Future sports
Spilt by a twelfth and awkward control system and a lack of focus.

RACER OF THE MONTH



Name: *Formula 1 '99*
Publisher: SCEE
Issue: *PSM52*
Score: *8/10*
Game type: Racing sim

F1 '99 has put the series back on track after last year's debacle. The principle is still the same - all the circuits from the 1999 season have been accurately mapped, while all the current teams and drivers feature - but everything has been improved beyond recognition. Undeniable longevity, top graphics, superb visuals and a true sense of speed make this the perfect game for the Eddie Irvine in you.



STREET FIGHTER ALPHA

Virgin - *PSM5* - 8/10 - 2D beat 'em up
Proof that there's still a place for 2D bussling.

STREET FIGHTER ALPHA 2

Virgin - *PSM13* - 8/10 - 2D beat 'em up
More proof that there's a place for 2D bussling on the PlayStation.

STREET FIGHTER ALPHA 3

Virgin - *PSM44* - 9/10 - 2D beat 'em up
If you think gameplay is more important than texture-mapped polygons, consider this.

STREET FIGHTER COLLECTION

Virgin - *PSM14* - 8/10 - Beat 'em up
Despite being a bit of a missed opportunity, this is a little slice of gaming history.

STREET FIGHTER COLLECTION 2

Virgin - *PSM45* - 7/10 - Beat 'em up
There is little that's new here. If you love *Street Fighter* games, add two.

STREET FIGHTER X PLUS ALPHA

Virgin - *PSM25* - 9/10 - 3D beat 'em up
If you were a fan of *SF2*, this will seem like a second honeymoon.

STREET FIGHTER: THE MOVIE

Virgin - *PSM1* - 6/10 - Beat 'em up
Easily the worst title in the otherwise prestigious *Street Fighter* series.

STREET RACER

Ubi Soft - *PSM13* - 7/10 - Racing game
Polished cartoon graphics and good, honest gameplay mark this game.

STREET SKATER

EA - *PSM44* - 8/10 - Skateboarding sim
A solid, unashamedly-arcade effort.

STRIKEPOINT: THE HEX MISSIONS

Elite - *PSM26* - 6/10 - Shoot 'em up
Fast and exciting, but lacks the satisfying complexity of its rivals.

STRIKER '96

Time Warner - *PSM2* - 6/10 - Football sim
Like its commentator, Andy Gray, this is moderately entertaining but flawed.

SUKIENON

Konami - *PSM15* - 7/10 - RPG
Historic Japanese RPG malarky. Recommended for the converted.

SUPER PANG COLLECTION

Ocean - *PSM24* - 6/10 - Retro compilation
Three addictive old arcade puzzles. Mildly taxing for a short while.

SUPER WHEEL FIGHTER 2

Virgin - *PSM20* - 9/10 - Puzzle game
Fans of the genre will find this almost perfect.

SUPERSONIC RACERS

Midway - *PSM11* - 8/10 - Racing game
Ultra-competitive eight-player cartoon racer. Cute and playful. Like a kitten.

SWAGMAN

Core - *PSM20* - 6/10 - Arcade adventure
Tries hard to please, but the controls are far too frustrating. A damn shame.

SWING

Software 2000 - *PSM44* - 6/10 - Puzzle game
Like juggling in an abacus. Definitely on a real puzzle freaks only.

SYNDICATE WARS

EA - *PS*

TIGER SHARK

GT1 - PSM36 - 910 - Shoot 'em up
One and forgettable blaster with pretensions far above its station.

TIGER WOODS '99

EA - PSM43 - 610 - Golf sim
The jagged graphics and irritating showbiz extras will be a turn off for many.

TILT

Virgin - PSM16 - 310 - Pinball sim
A curious attempt, lacking any real atmosphere or gameplay.

TIME CRISIS

SCEE - PSM27 - 810 - Light gun game
The grooviest, bloodiest lightgun shoot 'em up there is.

TOTAL NO.1

SCEE - PSM16 - 810 - 3D beat 'em up
Boasts a fluid frame-rate and sound grasp of 3D, but lacks authority.

TOCA TOURING CAR CHAMPIONSHIP

Codemasters - PSM27 - 910 - Racing sim
Excellent. Realistic and fun with great graphics and sound.

TOCA 2: TOURING CARS

Codemasters - PSM40 - 910 - Racing sim
An improvement on the original. One of the best racing games out there and lots of fun.

TOKYO HIGHWAY BATTLE

THQ - PSM13 - 910 - Racing game
Possible urban race with the added twist that you have to drive through traffic.

TOMBI

SCEE - PSM36 - 810 - Platformer
Puzzles and bizarre logic make this extremely appealing. A welcome surprise.

TOMB RAIDER

Core - PSM13 - 1010 - 3D adventure
The perfect balance of action and exploration. Popular heroine, too.

TOMB RAIDER 2

Core - PSM26 - 1010 - 3D adventure
Who'd have thought it could get better? Lara's looking as lovely as ever, too.

TOMB RAIDER 3

Core - PSM40 - 1010 - 3D adventure
Incredible. Stunning. Massive. It'll keep you playing for months.

TOMB RAIDER: THE LAST REVELATION

Core - PSM52 - 1010 - 3D adventure
Undoubtedly our favourite in the series.

TOMMI MAKINEN RALLY

Europress - PSM33 - 610 - Rally racing car
A definite disappointment when compared to other members of this illustrious genre.

TOMORROW NEVER DIES

SCEE - PSM54 - 510 - Adventure/shoot 'em up
A classic example of a wasted opportunity. Bond deserves far better than this nonsense.

TONY HAWK'S SKATEBOARDING

Activision - PSM50 - 910 - Skateboarding sim
If you're a skater this is exactly what you've been waiting for. A hugely-entertaining game.

TOTAL DRIVIN'

Ocean - PSM25 - 910 - Racing game
A huge variety of tracks and cars, but it doesn't quite work as a single game.

TOTAL NBA '96

SCEE - PSM34 - 910 - Basketball sim
The perfect combination of accuracy and playability. Sweet hoop dreams.

TOTAL NBA '97

SCEE - PSM19 - 910 - Basketball sim
Better motion capture and a few graphical tweaks keep Total on top.

TOTAL NBA '98

SCEE - PSM34 - 910 - Basketball sim
Realism wins over ease of play, but it's still up there with the best. That said, lacks ground-breaking new features.

TOY STORY

Activision - PSM46 - 810 - Platformer
Graphically strong, packed with great characters and mild enough for all the family.

TRANSPORT TYCOON

Ocean - PSM20 - 610 - Strategy game
Set up and run a transport network. Marginally more fun than it sounds.

TRAP RUNNER

Konami - PSM47 - 910 - Strategy game
If you're after that unsaturated retro feel and you're not short of a bob or two...

TRASH IT

Rage - PSM19 - 610 - Platform puzzle game
Full of original stuff, but gameplay flaws and weird time limits kill it.

TREASURES OF THE DEEP

SCEE - PSM53 - 710 - Action/adventure
Slow moving, but satisfyingly complex.

TRIPLE PLAY 2000

EA - PSM47 - 710 - 3D sports
Its appeal remains sadly/invariably limited.

TRUE PINBALL

Ocean - PSM4 - 710 - Pinball sim
A comprehensive simulation of the pinball experience with many modes.

TUNNEL B1

Ocean - PSM10 - 810 - Shoot 'em up
Visually accomplished blaster which frustrates as much as it engrosses.

TWISTED METAL

SCEE - PSM2 - 710 - Driving game
A crash-and-smash treat for two players, but rather dull for one.

TWISTED METAL 2

SCEE - PSM17 - 710 - Driving game
A variable one-off. Stuffed with detail and a thrilling, addictive action.



UEFA CHAMPIONS LEAGUE

Eidos - PSM45 - 910 - Football sim
Marries the instant appeal of FIFA with the more moves in ISS Pro. Plays like a dream.

UEFA STRIKER

Infogrames - PSM52 - 810 - Football sim
Enjoyable enough, but a few too many flaws to make it a serious contender.

UM JAMMER LAMMY

SCEE - PSM50 - 810 - Rockapop 'em up
A seriously-entertaining spectacle. Where else are you going to get a lamb playing a chainsaw?

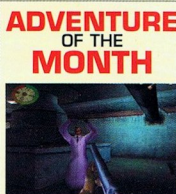
UNHOLY WAR

Eidos - PSM38 - 610 - Strategy/combat
Some good moments, but not much substance.



VANDAL HEARTS

Konami - PSM20 - 910 - RPG
A careful blend of plot, animation and gameplay. It's a bit dated now, though.



Name: Medal Of Honour

Publisher: EA

Issue: PSM54

Score: 9/10

Game type: 3D adventure

Graphically, Medal Of Honour's almost flawless, no tearing, occasional hot spots, but nothing to detract from the way you play the game. It also succeeds in creating a palpable sense of suspense and tension. There's a huge arsenal of weapons for you to collect. Polish your skills with the lovely Colt 45, then move to a prototype bazooka. A superb adventure which never fails to be a nerve-jangling experience.



V-BALL

BEACH VOLLEY HEROES

GT1 - PSM34 - 910 - Arcade volleyball sim
A very pleasant surprise. Simple but fun of fun. Get a friend round.

VERSAILLES

Cryo - PSM36 - 510 - Historical adventure
Occasionally clever, mostly dull, unimoving and only slightly educational.

VICTORY BOXING

JVC - PSM14 - 810 - Boxing sim
A thinking man's beat 'em up with plenty of long-term challenges.

VICTORY BOXING 2

JVC - PSM38 - 910 - Boxing sim
One of the best in this admittedly limited genre. Fight fans will love it.

VIEWPOINT

EA - PSM2 - 510 - Shoot 'em up
Xenious-style isometric blaster with lush visuals. Not for the uninitiated.

VIGILANTE 8

Activision - PSM34 - 710 - Driving game
Enjoyable in two-player bursts, and sharp-looking. Twisted Metal 2's better, though.

VIPER

Ocean - PSM35 - 610 - Shoot 'em up
Duff graphics and outdated gameplay. A complete waste of time.

VIRTUAL GOLF

Core - PSM8 - 510 - Golf sim
Ugly as a pair of golfer's slacks, but challenging in the long term.

VIRTUAL POOL

Interplay - PSM16 - 910 - Pool sim
Superbly-presented and robustly-playable, but lacking beer-stained balls.

VIRUS

Core - PSM48 - 910 - 3D action/adventure
Bully-designed and wofully executed. Be sure to avoid at all costs.

VIVA FOOTBALL

Virgin - PSM44 - 710 - Football sim
Bags of history, buckets of nostalgia but still only an average kick-about.

VMX RACING

FuSoft - PSM33 - 910 - Motorcross sim
The pits - incredibly and tedious. More pop-up than your local kids library.

V-RALLY

Ocean - PSM21 - 910 - Rally racing game
Fine visuals and a plethora of tracks and cars combined to near-perfection. It's quite tricky to master, though.

V-RALLY 2

Infogrames - PSM47 - 1010 - Rally racing game
An all round party six of a game. You should definitely buy it.

VR BASEBALL

Interplay - PSM21 - 910 - Baseball sim
An unexciting and unemotional sim, which is more laughable than real.

VS

THQ - PSM34 - 710 - Beat 'em up
Not the best, but sufficiently different to be worth the asking price.

VZ000

Grolier - PSM38 - 710 - Strategic shoot 'em up
Not recommended for the inexperienced or casual gamer. Otherwise it's not bad.



WARCRAFT 2

EA - PSM22 - 910 - Combat strategy
More depth and detail than C&C, but perhaps not quite as addictive.

WARGAMES: DEFCON 1

EA - PSM33 - 810 - Shoot 'em up
Unchallenging, but there's plenty of missions and dual scenarios.

WARGODS

GT1 - PSM34 - 910 - Beat 'em up
Like more than a terrible 3D version of Mortal Kombat. Rusty and rigid.

WARHAMMER

EA - PSM12 - 910 - War game
A tough, challenging combination of a war sim and a God game.

WARHAMMER: DARK OMEN

EA - PSM32 - 910 - Strategy game
Excellent fantasy strategy game with improved graphics and tweaked gameplay.

WARHAWK

SCEE - PSM42 - 810 - Combat shoot 'em up
Addictive and varied sim, providing a difficult but rewarding experience.

WAR OF THE WORLDS, THE

GT1 - PSM52 - 910 - Action/adventure
Some great tunes and ideas are marred by shoddy construction and technical problems.

WARZONE 2100

Eidos - PSM45 - 910 - Real-time strategy
Without a doubt, the best real-time strategy game available for the PlayStation.

WAYNE GRETZKY'S 3D HOCKEY '96

GT1 - PSM31 - 910 - Ice hockey sim
Its inadequacies are many and its long-term appeal is low. Not good then.

WCW MAYHEM

EA - PSM53 - 710 - Wrestling sim
No classic, but if you enjoy the razzle and OTT dramatics of the real thing, this one's for you.

WCW NITRO

THQ - PSM34 - 910 - Wrestling sim
Disappointing. It's hamstrung by an uninspired control mechanism.

WCW THUNDER

THQ - PSM44 - 910 - Wrestling sim
Appealing playability makes this unworthy of anyone's 35 slot.

WILD ARMS

SCEE - PSM37 - 910 - RPG
Slit, polished, and fun. Granted, it's no Final Fantasy but remains a must for any RPG fan.

WILD 9

Interplay - PSM37 - 710 - Platform
Despite the hype from Shiny, this is outdated and not as good as other platformers.

WILLIAMS ARCADE'S GREATEST HITS

GT1 - PSM7 - 710 - Retro compilation
Age shall not weary them. Well, much though. Defender is still the big.

WING COMMANDER IV

EA - PSM21 - 810 - Space shoot 'em up
A huge improvement on the previous title. Plenty of scope and depth.

WING OVER

JVC - PSM26 - 610 - Flight shoot 'em up
Nice idea, and gave graphics and repetitive gameplay a let it down.

WING OVER 2

JVC - PSM46 - 410 - Arcade flight sim
Lets to do and all of it flashy and horrible. Avoid this rust bucket.

WIPEOUT

Pygrosys - PSM1 - 810 - Racing game
Dazzling pyrotechnic racer set in the near-future. Marvellous soundtrack.

WIPEOUT 2097

Pygrosys - PSM2 - 910 - Racing game
Improved gameplay and brilliant link-up action keeps this ahead of rivals.

WIP3OUT

SCEE - PSM50 - 910 - Racing game
The definitive futuristic racing game. The three year wait has been more than worth it.

WORLD CUP '98

EA - PSM34 - 910 - Football sim
It took a while to arrive, but this is the ultimate footy sim.

WORLD CUP GOLF

Ocean - PSM45 - 610 - Golf sim
Gets the basics right, but pales into insignificance next to PGA Tour.

WORLD LEAGUE BASKETBALL

Midncape - PSM30 - 510 - Basketball game
Incredibly short of greatness. Why buy this when a galaxy of NBAs are out there?

WORLD LEAGUE SOCCER

Eidos - PSM33 - 710 - Football sim
A tireless warrior of a football sim that's like more than a game. No flash, no licence, just the business.

WORMS

Ocean - PSM2 - 710 - Puzzle game
Much-admired for its originality, though it lacks visual style or lasting appeal.

WORMS ARMAGEDDON

Hasbro - PSM53 - 810 - Puzzle game
The worm hasn't just turned - it has been turned into a much more sophisticated game.

WRECKIN' CREW

Telstar - PSM34 - 710 - Racing game
While not exactly taxing, this is a defiantly fast and frantic racer.

WU-TANG:TASTE THE PAIN

Activision - PSM53 - 810 - Beat 'em up
A word-looking, rip-roaring, off-kilter 'slice of Shaolin madness.

WWF ATTITUDE

Accclaim - PSM49 - 910 - Wrestling sim
Even if you're not a wrestling fan, this remains worth a look.

WWF WAR ZONE

Accclaim - PSM57 - 710 - Wrestling sim
A good-looking, gripping title let down by its sub-standard gameplay.

WWF WRESTLEMANIA

Accclaim - PSM2 - 810 - Wrestling sim
Extraordinarily amusing chuckabout. More fun than most po-faced fighters.



X-FILES: THE SERIES

SCEE - PSM50 - 910 - Adventure
Reminds us why the concept of interactive movies was discarded long ago.

X GAMES PRO BOARDS

SCEE - PSM43 - 910 - Snowboarding sim
Puts across the sport's cool image, but repetitive with superficial gameplay.

X-COM: ENEMY UNKNOWN

Microprose - PSM1 - 810 - Strategy game
Atmospheric and complex strategy title. Constantly demanding.

X-COM:TERROR FROM THE DEEP

Microprose - PSM14 - 810 - Strategy game
Very similar to the previous title, but equally as spooky and compelling.

XENA:WARRIOR PRINCESS

EA - PSM54 - 510 - 3D adventure
Dates, ill-timed, hopelessly-optimistic licence with little style or innovation.

XENIOUS 3D/G+

SCEE - PSM23 - 610 - Shoot 'em up
Four versions of the classic blaster including a 3D update.

X-MEN:CHILDREN OF THE ATOM

Accclaim - PSM31 - 710 - Beat 'em up
Profitless conversion of a playable arcade game that's slower than a slug.

X-MEN VS STREET FIGHTER EX

Virgin - PSM37 - 610 - Beat 'em up
Why settle for stylised comic-book action when you can have smooth and fluid action in Tekken 3.



YOYO'S PUZZLE PARK

EA - PSM46 - 910 - Puzzle game
It won't keep you up 'til four in the morning. Bust-A-Move-style, but it's good, clean fun.



Z

SCEE - PSM29 - 710 - Strategy game
Inevitably has its merits. Not generally recommended, though.

ZERO DIVIDE 2

SCEE - PSM39 - 910 - 3D beat 'em up
Average, underwhelming fighting game. With Tekken 3 now Platinum, you know what to do.

ZXTREME

SCEE - PSM17 - 610 - Skating sim
Almost as good as a sequel - takes the original and makes it a bit worse.

40 WINKS

GT1 - PSM52 - 710 - 3D platformer
A real Jo Guest of a game - vacuous, pretty and you wouldn't say no to a quick gapper with it.

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WIN! TASTY WU-TANG TREATS

In a supreme act of generosity, Activision are giving away hip-hop maestro Tim Westwood's decks to celebrate the release of *Wu-Tang: Taste The Pain*. One lucky reader will receive the following decks as actually used on the recent *Taste The Pain* tour:

- PMC-005 Amk II Vestax Remix mixing controller
- 2 x PDX-a2 Professional direct drive turntables
- Plus a set of limited edition Wu-Tang joypads

Another 50 runners-up will each receive Wu-Tang joypads. To stand a chance of winning, send your answer to the question below on a postcard to the 'Wu-Tang Compo 55' at the usual address. And that question is...

Q. How many people are there in the Wu-Tang Clan?

>>>Activision's *Wu-Tang: Taste The Pain* incorporates all nine - that's NINE - Clan members and buckets of excessive violence. Thanks to Replay Records in Bath for the vinyl!>>>



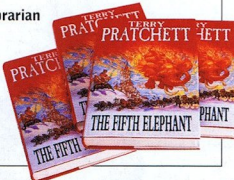
NONE MORE NOIR

In honour of GT's *Discworld Noir*, we've got five signed copies of Terry Pratchett's *The Fifth Elephant*. Send your answer on a postcard marked 'Noir Compo 55' to the usual address.

Q What kind of animal is the librarian in the *Discworld* books? Is it...

- A dolphin?
- An orang-utan?
- Some goblin-type thing?

>>>The *Fifth Elephant* is currently on sale in an elfshop near you>>>



UP, UP AND AWAY

Infogrames are so chuffed about the launch of *Eagle One: Harrier Attack*, that they've showered us with goodies bags filled with Global Eyewear shades, shirts, crash survival capsules and more. Answers on a postcard marked 'Eagle One Compo 55' to the usual address.

Q What kind of aircraft feature in the game?

>>>Check out this month's disc for a playable demo of *Eagle One: Harrier Attack*>>>



CHRISTMAS WINNERS

Bounding off with *Body 53* is Les Stalker from Ayrshire. Enjoying her 28-inch wide-screen TV courtesy of *Roadsters* is Miss L. Dawson from Lincoln. Neil Weaving from Wick will have a bit of Red Devil, Kingfisher vouchers are winging their way to Maureen Earl from West Yorks, Stephen Funnell from Newton Abbot gets the Mission: Impossible kit and the brain who cracked the PSM53 crossword is Ms S. Morse from Pontypool. Winners of the Brylcreem and other *Body* composites will hear through the post.



FEEL THE BUZZ

With the release of the game and the film looming close, *Toy Story* mania is about to explode anew. Let's just throw fuel on the fire by giving away a bundle of the very cool indeed action figures. We've got 50 of the blighters to get rid of including Woody, Buzz, Zurg, Bullseye and Jesse. Own them only by sending in your answer to the following on a postcard marked 'Toy Story 2 Compo 55' to the usual address.

Q Which famous actor is the voice of Woody?

>>>Toy Story 2: The Game features all your favourite Toy Story characters as well as clips from the new film. It can be found leaping from game shops' shelves right about now>>>

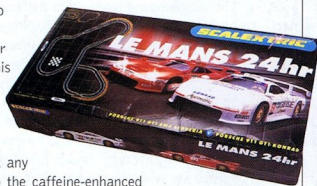


A DAY IN THE LIFE

Infogrames have also pushed a fantastic Scaletrix set into our grubby little paws this month. It's a Le Mans one in keeping with their *Le Mans 24 Hours* game which will test any Playstation owner to the caffeine-enhanced limits. To bag this electric circuit, simply send your answer to the following on a postcard marked 'Le Mans Compo 55' to the usual address.

Q In what country does the Le Mans race take place?

>>>Le Mans 24 Hours is available now and can be literally played for 24 hours. Obvious really>>>



COMPETITION ADDRESS

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THOSE COMPETITION RULES

No purchase necessary. The editor's decision is final, no correspondence will be entered into, multiple entries will be binned, no employees of Future Publishing or competition companies can enter and there is no cash alternative. Closing date is 23/2/2000. All usual competition rules apply. PLEASE use postcards! Honestly, it's murder here.

OFFICIAL UK PlayStation Magazine CROSSWORD

CLUES ACROSS

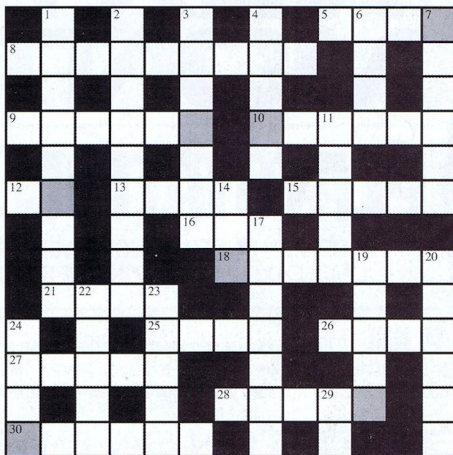
- Journey taken by a *Rogue* driver blaster (4)
- PSX release starring that eagle-eyed dolly boy (6,3)
- Glamorous French Riviera setting for the Grand Prix game (6)
- Capital location of the *Grand Theft Auto* sequel (6)
- A quick hello to the Octane *WipeOut* clone (2)
- Gex: ... Cover Gecko, profound platformer (4)
- Fish boarding the *Tony Hawk*'s way! (5)
- An *Attack* of rodent-catching monotony (3)
- ... & *Conquer*, top war strategy that puts you in control (7)
- Burial place being Raided once again in *The Last Revelation* (4)
- ... blood 2, excessive combat puzzler? (4)
- ... Football, average footie sim (4)
- Entertainment venue central to the Battle Toshinden trilogy (5)
- Metal Gear*'s Solid hero and possible future movie star? (5)
- Lone *Libero* footballer in danger? (6, anag)

After completing the crossword, rearrange the letters from the seven shaded squares to spell out the prize word - the name of a futuristic shoot 'em up

CLUES DOWN

- New adventure game that will resound after dark (4,5)
- The ultimate day of reckoning for this classic shooter sequel (5,4)
- World Championship ball-potting sport - an upcoming PSX title (7)
- ... *One: Harrier Attack*, bird featured in a forthcoming flight sim? (5)
- Highway leading to *Need for Speed*'s fourth Challenge (4)
- Royal bloke endorsing *Naseem Boxing*? (6)
- The shoot 'em up Duke (5)
- Namco's rejuvenated 20-year-old power pill-gobbling Man (3)
- Travelling around in TOCA-type cars (7)
- Dead Or ...*, respectable fighter (5)
- Monster like *Spyro* linked to Japan's long-awaited RPG *Quest VII*? (6)
- The last Greek letter used in a shoot 'em up *Boost* (5)
- Get on a train carrying a *Cool* snow-surfing plank of wood (5)
- Wu- ...*: *Taste The Pain*, zesty four-person fighter! (4)
- Victory achieved by the *Kings* of boxing, in short (2)

Finally, your chance to use that PlayStation brain knowledge. To win £200 worth of goodies from the lovely Hasbro, send your answer to 'PSM Crossword 55' at the usual address. First correct answer wins!



AND FINALLY...

My Development Hell

Text: Nick Ellis
Illustration: Stuart Harrison

THE PLOT THICKENS EVEN MORE WITH POWER DOG FOOD, DUBIOUS DEMOS AND A MARKETABLE IDEA...

Fello and welcome – NOT the same thing! – to Part The Fourth of my ever-insightful peek into the microscope of videogame design. This month? The dog moves! And so do I...

Tuesday, 7 December

Great news! I've picked myself up from my temporary sleeping bag home (next to the office water cooler) and moved into a bedsit in West London, Barnes, to be exact. It's a bit small, but generally pretty decent. There's actually a really good 24-hour shop nearby which sells Pot Noodles – the staple diet of a semi-insomniac videogame producer! Anyway, you don't want to hear about my life. Do you? Let me know if you do. Usual address.

Wednesday, 8 December AM

On my way into work, I was reviewing some of your comments about *The Game*, so far. In fact, I mustn't have made it clear that I wanted your comments, because I only got one! From Alex in Liverpool. He suggested

the name *Lothar's Dog Days*, which is quite good, but sounds to me more like a future sequel in which Lothar goes off on a separate adventure or something. At the moment, I'm leaning more towards *Lothar: Wonderdog!* With the exclamation mark, of course.

Wednesday, 8 December PM

The programming team call a meeting to show everyone a working 'technical' demo of Lothar's 'look and movement'. But, I have to say, it's all wrong. The main problem is he's on all fours! I try to explain that he should be more anthropomorphic, but only producer Phil knows what it means. "You mean like *Crash Bandicoot*?" says graphics guy Keith. I say not really, just that, y'know, he has to be on two legs, if you're to think of him as a sort of hard-boiled American GI or something. Blank looks all round. The drawing board beckons. One good thing, however, is Keith's designs for Lothar's various types of Power Dog Food. Spleen & Tomato makes him bigger and able to move heavy objects, Bladder & Cheese makes

him small and able to fit into tiny places, and Offal Deluxe turns him into Ultra-Lothar, who is invincible for a short time. I say we need at least five more.

Thursday, 9 December

Today, I'm dismayed to learn, the design team have been working on a technical demo for Hairball The Cat (the previously rejected character). No-one can tell me why, but then producer Phil calls me in for a chat. This, ladies and gents, is the standard shorthand to say that things aren't going too well. Phil says that my 'input' has been far from ideal and that, in the absence of my inspiration, everyone has decided that the game should feature both characters – Lothar and Hairball. I'm a bit put out, but then something magical happens! I come up with a class innovation: what if the game could incorporate two players – on one PlayStation – at the same time, each controlling a separate character?



Think of something, I say, like a cross between *Final Fight* and, say, *Tomb Raider*. A combination of puzzle-solving and arcade action! Each character has his own power-foods and the two must cooperate to progress. Phil loves it. He says it's original and extremely marketable – something about an ideal male-female combination. Progress!!! ■

NEXT MONTH: Demos, level design, a new character, cigar sponsorship, and a surprise resignation! Gulp!!

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